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> 07/07/95 STR 1127  "The Original * Independent * OnLine Magazine!"
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- CPU INDUSTRY REPORT      - Fed Hackers UP          - MS PLUS! Viewed
- Smith Corona Files      - $70M on Win95 So Far    - Mitnick CHG'ed +
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-* BOCA TO BUY HAYES! *-
-* SYMANTEC & DELRINA MERGE! *-
-* NEC BUYS INTO PACKARD BELL! *-

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> From the Editor's Desk
"*****"

"Saying it like it is!"

Thankfully, we're in what we hope are the final stages of listening to the smart remarks of those users who already know the handwriting is on the wall as far as Windows'95 is concerned. Around the world, users anxiously await the arrival of Win'95 on their local or mail order dealer's shelves. Of course, right along with Win'95 .. Microsoft Plus! Will be there too! Look for our article on Microsoft Plus in this week's issue.

I've been amazed at the quality of Win'95 & Plus and with the responsiveness of the powers that be. Without gushing all over the place at my pleasure with Win'95 & Plus... I'd say that Plus 300 is in the same bracket at 950 R2 is. Truly, this powerhouse combo has put the _FUN_ back into computing.

Win'95 & Microsoft Plus! are definitely going straight to top and will dominate when it hits the open market. I can't wait to see the "warpos" and "macnuggets" banging their heads against the "InfoWorld Wailing Wall". <g>

Many "learned industry observers" griped, complained and grew ulcers over Bill Gates' successes and Microsoft's earning Millions with Windows & WFWG 3.xx

Can you imagine, just for a moment, the _apoplectic frenzy_ the same fools will be consumed in when Win'95 & Microsoft Plus! hit the market and proceed to earn Billions in a few short weeks while breaking every sales record possible??

For me ...It'll be an exquisite pleasure to observe. Its definitely "in the cards."

Ralph....

Of Special Note:

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STReport is now ready to offer much more in the way of serving the Networks, Online Services and Internet's vast, fast growing site list and userbase. We now have our very own WEB/NewsGroup/FTP Site and although its in its early stages of construction, do stop by and have a look see. Since We've received numerous requests to receive STReport from a wide variety of Internet addressees, we were compelled to put together an Internet distribution/mailing list for those who wished to receive STReport on a regular basis, the file is ZIPPED, then UUENCODED. Unfortunately, we've also received a number of opinions that the UUENCODING was a real pain to deal with. So, as of May 12,1995, you'll be able to download STReport directly from our very own WEB Site. While there, be sure to join our STR list. In any case, our mailing list will continue to be used for at least the next eight weeks. At that time, however, it will be discontinued. Each of our readers will have by then, received their information packet about how they may upgrade their personal STR News Services.

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> STR INDUSTRY REPORT

LATE BREAKING INDUSTRY-WIDE NEWS

Computer Products Update - CPU Report

----- Weekly Happenings in the Computer World

Issue #27

Compiled by: Dana P. Jacobson
(Lloyd's on Vacation)

***** General Computer News *****

Boca Research to Buy Hayes

=====

Hayes Microcomputer Products Inc., which literally set -- and repeatedly went to court to fiercely guard -- the standards for PC modem communications, is to be purchased by Boca Research Inc.

The Dow Jones news service reports from Boca Raton, Florida, the agreement, outlined in Boca's letter of intent, includes financing to allow Hayes to complete its reorganization plan and pay all creditor claims at 100 percent with interest.

"Under the plan, Boca Research would swap 1,685,000 Boca common shares for all Hayes stock," the wire service says. "Hayes shareholders will also receive the right to certain contingent payments based on future earnings of the merged company."

Boca officials says the firm expects to close the transaction in 90 days, pending due diligence review, a definitive agreement and completion of debt financing. The acquisition also requires Bankruptcy Court approval of Hayes' reorganization plan.

In the transaction, Hayes Chairman/President Dennis C. Hayes becomes the combined companies' largest shareholder and will serve as director and vice chairman. Boca President/CEO Tony Zalenski retains both posts at the newly formed company.

As reported earlier, Georgia-based Hayes Microcomputer filed for Chapter 11 bankruptcy protection last year.

Zalenski told the Reuter News Service the combination of the companies "will present a formidable presence in the marketplace," adding, "I am exceedingly pleased to welcome the industry standard name, Hayes, to join with us. We feel there will be explosive synergy between our two companies. Boca's strong financial position ... will be dramatically fueled by Hayes' name-brand recognition."

NEC to Buy Stake in Packard Bell
=====

In Tokyo, officials with NEC Corp. say the company will pay \$170 million for a 19.99 percent stake in leading U.S. PC maker Packard Bell Electronics Inc.

The French Agence France-Press International News Service quotes NEC as saying the transaction, to be completed next month, will strengthen its strategic tie-up with the company.

AFP notes NEC has been supplying CD-ROM and memory chips to the company for some time, with Packard Bell supplying NEC with navigation software.

"Combined shipments of personal computers of NEC and Packard Bell is expected to total 7.3 million units in 1995," the wire service reports. "One of the major shareholders of Packard Bell is the Bull group of France, which has an extensive capital and technological link with NEC."

SYMANTEC AND DELRINA JOIN FORCES
TO EXPAND PRESENCE IN COMMUNICATIONS MARKET
IN \$415 MILLION DEAL

Delrina Corporation (NASDAQ:DENAF and TSE:DC) announced they have signed a definitive agreement to combine in a deal with an estimated value of US\$415 million to Delrina shareholders. By joining forces, the two companies will combine their individual resources to take full advantage of the rapidly growing communications market.

"Delrina has superb technology in key areas of communications, including Internet access, fax and telephony. In the next year the rapid integration of computers and telephones will create opportunities to apply Delrina's technology," said Gordon E. Eubanks, president and CEO of Symantec.

"Incorporating Delrina's industry-leading technology with our leading communications products, like Norton pcANYWHERE and ACT!, and taking advantage of the synergy between our Enterprise Developer 4GL language and Delrina's forms business, will give our customers a complete solution for managing, sending and receiving information."

Delrina Corporation is the industry leader in PC communications and electronic forms software products. The company's flagship product, WinFax, has sold more than 10 million copies worldwide since its introduction in 1990. The company has also sold more than 800,000 copies of its electronic forms software since 1988.

"Together, Delrina and Symantec will become a major competitor in the communications arena," said Dennis Bennie, chairman and CEO of Delrina. "Symantec Corporation's international sales and marketing strengths and its knowledge of enterprise and remote technology, combined with our expertise in integrating data, forms, messaging and voice technology will

help customers more quickly realize the productivity benefits of communications and computer integration."

All three senior executives at Delrina's Toronto headquarters-Chairman and CEO Dennis Bennie, President Mark Skapinker and Chief Technology Officer Bert Amato-will remain with Symantec in management roles. Messrs. Bennie and Skapinker will also join the Symantec board of directors. Delrina's fourth co-founder, Lou Ryan, will play a pivotal role in integrating the Delrina worldwide sales organization with Symantec. Delrina Corporation will maintain its operations in Toronto and retain its strong presence within the Canadian market.

"This merger plays a major role in establishing Toronto as a center for the combined company's software development efforts," said Mark Skapinker, president of Delrina Corporation. "We are excited to join forces with a company that has a proven track record and the critical mass necessary to expand our market presence. Together, we are ideally positioned to capitalize on the communications convergence being fueled by Microsoft's soon to be released Windows 95."

Delrina expects to report sales for the year ended June 30, 1995, of approximately Cdn\$133 million, up from Cdn\$101 million for fiscal 1994. As expected, however, Delrina has experienced some slowing in demand for its Windows 3.1 products in anticipation of its Windows 95 products, which are expected to ship in the September or December quarter. Based on a preliminary review, Delrina expects that sales for the fourth quarter ended June 30, 1995, will be approximately Cdn\$27 million (down from Cdn\$31.8 million for the same period last year). Reflecting these sales, the company expects to incur an operating loss for the fourth quarter in excess of Cdn\$0.20 per share, including foreign exchange losses.

Under the terms of the transaction, Delrina shareholders will exchange each of their Delrina common shares for 0.61 of a share of a newly-created class of exchangeable shares of Delrina. Each exchangeable share may be exchanged at any time up to seven years after closing into one share of Symantec common stock. It is expected that the transaction will qualify as a pooling of interests for U.S. accounting purposes and will enable Delrina shareholders to defer taxation until they elect to exchange their Delrina exchangeable shares for Symantec common stock. It is also expected that the Delrina exchangeable shares will not be considered foreign property for certain Canadian institutional shareholders. Symantec will ultimately issue a total of approximately 15 million shares of common stock in this transaction.

Subject to regulatory, shareholder and Ontario court approvals, including review under the Hart-Scott-Rodino Act, the Investment Canada Act and the Competition Act (Canada), it is anticipated that the transaction will be completed in November, 1995. Symantec expects to incur merger-related expenses of \$25 to \$30 million associated with this transaction in the December quarter.

Delrina Corporation designs, develops, markets and supports innovative PC software products and services in the fax, data and voice communications, electronic forms and consumer software markets. Founded in 1988, the company is recognized as the world leader in PC fax and electronic forms software.

Symantec Corporation develops, markets and supports a complete line of application and system software products designed to enhance individual and workgroup productivity as well as manage networked computing

environments. The company provides a broad line of software for the desktop and the enterprise including the Norton family of products, networked productivity applications, and software languages for development in businesses. The company is headquartered in Cupertino, CA, and sells its software worldwide.

Last Typewriter Maker Quits =====

The last American company to manufacture typewriters has filed for bankruptcy protection, saying personal computers have eroded demand for its products.

In New Canaan, Conn., Smith Corona Corp. filed for reorganization under Chapter XI of the U.S. Bankruptcy Code, freeing it from the threat of creditors' suits while it reworks its finances. According to The Associated Press, the company is expected to ask the court for orders to allow it to continue normal business operation. AP says Smith Corona's sales volume dropped in recent months after competitor Brother Industries Ltd. cut prices on many of its models.

Smith Corona, which was unable to match those prices in some cases, also said recently it will cut 26 percent of its work force -- about 750 jobs worldwide -- as part of a restructuring. The cuts, to be completed over the next year, will save the firm about \$21 million a year after 1996, it said.

"During the last year, Smith Corona has been selling off non-core businesses to focus on its typewriter and personal word processor businesses," AP says. "In its filing in U.S. Bankruptcy Court in Wilmington, Del., Smith Corona listed assets of \$207.9 million and liabilities of \$198.8 million. It listed 17 subsidiaries, none of which were part of the bankruptcy filing."

EDRIVE Features Pocahontas Month =====

It's POCAHONTAS Month on the Entertainment Drive's multimedia offering online. The popular movie continues to generate admiration and controversy, and CompuServe members can connect with the excitement by accessing EMEDIA, EMOVIES, Entertainment Drive Forum and Youth Entertainment Drive Forum.

Youth Entertainment Drive member Laura Fealk notes, "I loved the movie but the end is all wrong. John Smith is supposed to stay with Pocahontas and the medicine man is supposed to fix him up and then they are both supposed to live happily ever after!"

James Small of Youth Entertainment Drive says, "She spent all her time before John Smith came goofing off and swimming and stuff, so why did her 'place' suddenly become so important?"

Entertainment Drive's Gordon Meyer says, "I lack the information to gauge how accurate the film was in depicting the life styles and customs of the Native Americans in that region, but I can tell you that it FELT very respectful and about as far from racist as anything I have seen in such a mainstream movie."

CompuServe members are invited by EDRIVE to GO POCAHONTAS for the latest information on the Disney film. QuickTime scenes are viewable with Mac and Windows, and are available in Entertainment Drive's EMEDIA and EMOVIE areas. GO VIEWER to watch QuickTime movies. The Movie Viewer may be downloaded from EDRIVE. Production notes and photographs can be obtained in the EDRIVE Forum by accessing Lib. 8, "Disney/Pocahontas." To join the forum discussions, GO YDRIVE, Section 6, "Disney/Pocahontas," "Pocahontas," "Read this everyone," and GO EFORUM, Section 8, "Disney/Pocahontas," "Pocahontas: the Premiere," and related threads.

Radius Taps IBM for Mac Clones =====

Radius Inc. says it has signed IBM Corp. to manufacture its line of Macintosh-compatible computers. Radius, based in Sunnyvale, California, says it selected IBM following an exhaustive search that began after the company completed a Mac OS licensing agreement with Apple Computer Inc. last December. The company notes that its objective is to work with a supplier capable of delivering high-quality, highly reliable production volumes of Macintosh-compatible systems.

"IBM's state-of-the-art manufacturing plant is a perfect match for the quality goals and volume objectives we've set for the production of our Mac OS-based systems," says Matthew Medeiros, vice president of operations at Radius. "IBM's commitment to and investment in the research and development of manufacturing technology and desktop-level computer innovations is unparalleled. This relationship further enables Radius to deliver Mac- OS based systems and leverage our strong brand with the right combination of pricing, performance and reliability."

Radius notes that IBM offers established distribution centers in a number of worldwide locations, including the Pacific Rim and Europe. Production of Radius' Mac clones at IBM's Charlotte, North Carolina plant is expected to begin immediately. The site, which opened in 1979, is a high-capacity facility that's designed to allow volume production with stringent quality and reliability standards.

Yahoo to Carry Advertisements =====

Operators of Yahoo, the popular search engine for locating specific portions of the Internet's World Wide Web, have decided to add advertising to subsidize costs. Reporting from Mountain View, California, The Associated Press says the resource guide, created by two Stanford graduate students, plans to redesign its home page to include space for advertisers. The Yahoo service is accessed about 250,000 times a day by computer owners who are looking for information on the Web.

"Sponsors will pay \$20,000 a month for online ads that will rotate daily during a three-month trial period," AP says, quoting Marketing Director Tim Brady as saying Yahoo will audit their effectiveness. The wire service says Yahoo has been working with CKS Interactive, a Silicon Valley design firm, on the idea.

"Several newspapers have incorporated advertising into their electronic services," says AP, "and Freemark Communications of Cambridge, Massachusetts, plans to begin offering a free e-mail service this fall, underwritten by advertising boxes on the user's screen."

Attacks on Federal Computers Double =====

Government officials say digital assaults on the Pentagon's global computer networks have soared. The Wall Street Journal this morning quotes authorities as saying there are now about two attacks reported each day. "This is more than double the rate of 255 a year in 1994," the Journal says, "and it has prompted a Pentagon effort to shore up its cyberspace defenses."

Artisoft Simplifies Server Line =====

Artisoft Inc. says it has streamlined and cut prices on its LANtastic Dedicated Server software. The product line now consists of a LANtastic Dedicated Server 1.1 package for two to 10 users, priced at \$649; LANtastic Dedicated Server add-on licenses for 5, 10, 25 and 50 users, beginning at \$339 for a five-user version; and an upgrade from CorStream server 1.0 to LANtastic Dedicated Server 1.1 at \$299.

"We've reduced the number of package options for our LANtastic Dedicated Server family from 15 to six, while continuing to offer the same scalable, high performance solution for growing LANtastic 6.0 and Power Suite networks," says Bill Peterson, Artisoft's vice president of worldwide marketing. "We believe the simplified server family will be easier for our distributors and reseller partners to stock and for Artisoft to produce and maintain. Artisoft is based in Tucson, Arizona."

Micron Launches Mfg. Complex =====

Chip maker Micron Technology Inc. has broken ground on its new manufacturing complex north of Lehi, Utah. The Boise, Idaho-based company will begin the project with the construction of an 8-inch wafer fabrication facility. It expects initial wafer production to begin in about a year. "Micron Construction is using fast track construction to build the Lehi complex, so we have a very aggressive schedule in place," says Steve Appleton, president and CEO of Micron Technology.

The company says initial hiring for the 3,500-member workforce will begin within the next six months. Micron estimates that it will hire 25 percent of the employees in the first year after construction begins, another 50 percent in the second year and another 25 percent in the following two years.

AST-Samsung Deal Approved =====

Stockholders and the Korean government have approved a plan for AST Research Inc. to sell 40 percent of itself to Korean electronics giant Samsung for \$377 million. The deal, due to close this month, marks the first major overseas investment in a leading U.S. PC producer.

Reporting from AST's Irvine, Calif., headquarters, United Press International says Samsung will gain significant management control over

AST in return for its planned investment, "including the right to fire top executives and veto major deals if AST fails to meet sales and profit goals."

Adds the wire service, "Samsung is also providing AST with \$250 million in working capital and helping to make a \$75 million payment due to Tandy Corp. in July 1996."

As noted, AST, the nation's sixth largest PC maker, began encountering serious cash problems last year due to brutal discounting by rivals and product delays. Samsung announced the deal Feb. 28. AST had been looking for new investment after its profits were battered in price wars and delays.

Publisher Taps Ex-Apple Exec =====

Cupertino, California-based software publisher Business Objects has appointed former Apple Computer Inc. executive Albert A. Eisenstat to its board of directors.

Most recently, Eisenstat was Apple's executive vice president for corporate development and legal affairs, as well as a member of the board of directors and corporate secretary. Eisenstat, 64, left the computer maker in a messy dispute that involved age discrimination charges and a lawsuit.

"Business Objects has been growing at a rapid pace, in terms of technology innovation, revenues and overall stature," says Bernard Liautaud, Business Objects' president, CEO and chairman. "Albert Eisenstat brings to our board the critical combination of computer industry experience and pragmatic business judgment. He will be a tremendous asset in providing the counsel we need as we continue to progress in this rapidly changing industry."

\$70M Spent on Windows 95 So Far =====

Microsoft Corp. has spent \$70 million so far in promoting its Windows 95 operating system, due for Aug. 24 release, and analysts say the total eventually will reach \$150 million to \$200 million.

In addition, other software companies, PC makers, wholesalers and retailers are expected to jointly spend at least another \$200 million.

"The legacy of Microsoft Corp.'s Windows 95 may ultimately be in marketing rather than technology," comments business writer George Tibbits of The Associated Press, adding that Win95 is "easily ... the most heavily-pitched computer product."

But, Tibbits observes, "Fearful the expectations they have set are likely to outweigh the technical performance of Windows 95, Microsoft's executives have started to back-pedal a bit."

He quotes Microsoft Vice President Brad Silverberg, the man responsible for the product, as saying, "It's clear that the hype factor for Windows 95 got out of hand. It's not a floor wax, it's not a dessert topping," he said (recalling an old "Saturday Night Live" joke), "it's

AP points out that articles in trade magazines as far back as summer 1993 contained details about features of Windows 95 and the first glimpse of the program's look and style came in a trade magazine's cover story more than a year ago, prompting marketing consultant Al Ries of Great Neck, N.Y., to comment, "This is a product that's been marketed by press release."

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> Frankie's Corner! STR Feature
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CD-ROM for IBM compatible computers
for ages nine and up
MRSP not available from:

Program Requirements

The Kids' Computing Corner

Remember those "Certs" ads years ago? Were they a candy mint or a breath mint? Or maybe you remember the "Miller Lite" commercials? Does it taste great or is it less filling? The real contention of those ad campaigns was that the products were both. "I.M. Meen" presents the proposition that a first-person perspective fighting game can be a spine-tingling challenge and an excellent educational program as well. In this scribe's opinion, "I.M. Meen" comes up a bit short.

Librarian I.M. Meen has created a magical book which captures children within a 3-D labyrinth. The player's task is to free the children by

correcting the spelling and grammatical errors in Meen's scrolls. Gnorris the Gnome will provide hints and the player can consult "Writewell's Book of Better Grammar" for further assistance.

Simon and Schuster claims that "I.M. Meen" replaces the violence of most games with humor. To find the scrolls, the player must explore the corridors and defeat any creature he encounters. This can be done by punching the foe or using any number of magic items against him. Admittedly, no blood or corpses are shown, but this is still violence. The creatures simply disappear and no explanation is given as to their fate. It would have been funny if they had been turned into harmless creatures, such as chickens.

The game seems fairly challenging. The maze is filled with evil creatures, puzzles, hidden rooms and magic items. The scrolling is smooth and quick on a machine with the necessary horsepower. Control can be done with either the mouse or the keyboard and it is very responsive. The maze has thirty-six levels so completing the game will take many hours. The game has three difficulty levels but there doesn't seem too much difference from easiest to hardest. If your child is already playing Doom and similar games, he may find "Meen" to be uninteresting due to the lack of bloody effects.

Graphics are good. The shading really sets a dark and dangerous atmosphere. Occasionally, Gnorris and I.M. Meen will have short cartoon animations. The monsters do become pixellized (lose definition and look like small, associated blocks) as they get nearer, but that has been a problem in most video games. The sound portion of the program is quite excellent. "I.M. Meen" uses many digitized sound effects, has appropriate dungeon music and the voice characterizations are done well.

The interface is fairly complex point-and-click, but it is easy to use after some practice. Players must remember the functions of the left and right mouse buttons in the game. Most of the screen is reserved for the action window which presents the player's first person perspective of the gaming environment. A smaller window shows a player portrait which indicates the character's health. Nine small windows will contain any items the player has placed in his backpack. A compass icon shows the direction the player is facing.

One bad thing about "I.M. Meen" is that it is very resource hungry and it is very particular about how the computer memory is allocated. Usually it will require the user to create a boot disk. The installation program does provide the convenient option of creating the boot disk for you. This feature automatically transfers your autoexec.bat and config.sys files to the diskette and edits them so the program will run properly.

The Action Bar consists of three icons. The AutoMap icon can be activated to show a map of the current dungeon level. Areas which have yet to be explored will be shown as black. The Hand icon is used to choose items from the backpack or to gather magic items in the mazes. The final icon is the Game Options icon. The player can start a new game, load a past game, save the current game, adjust sound levels, return to the current game or quit. Saving the game often is highly recommended.

The area in which "I.M. Meen" falls short is on educational value. The grammar and spelling lessons provided are good, but these simply are too few. Another problem is that if a player is not very good at the game, he cannot keep his character alive long enough to find the scrolls and learn the lessons. One suggestion I have is that the player could heal his

character by solving similar problems. This way he would learn more lessons and could play longer.

Ratings

Graphics	8.0
Sounds	9.0
Interface	8.0
Play Value	7.5
Educational Value ..	6.0
Bang for the Buck ..	7.0
Average	7.58

###

Microsoft to Release Rudyard Kipling Story

Microsoft recently representatives attended the recent American Library Association in Chicago and presented the company's multimedia version of Rudyard Kipling's classic fable "How the Leopard Got His Spots." In association with Rabbit Ears Productions, this will be the first in a series of CD-ROM storybooks for children.

The program will feature the narration of famed actor Danny Glover and music by the Ladysmith Black Mambazo a capella ensemble. The program is designed for children ages six to ten and will feature animations, graphics, music, sound effects and interactive games. Brightly colored illustrations of African wildlife, people and terrain will give children a rich playground of exploration and learning. Audio and animated word definitions will help children increase their reading and vocabulary skills.

Interactive games have been included to assist learning about African culture and animal life. Mancala is an African stone game. Children will learn about camouflage in Paint the Forest. Musical Matching is a game of rearranging music segments into the correct order. The final game is P.J.'s Puzzle which consists of jigsaw puzzles made from graphics from the story.

"How the Leopard Got His Spots" is scheduled for an August release with a suggested retail price of \$34.95. The program will require an IBM compatible computer with a 486SX-33 running Windows 3.1, a CD-ROM drive and an SVGA display.

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Sanctuary Woods Announces New Multimedia Titles

Sanctuary Woods has announced its intentions to produce CD-ROM titles for both the Sony PlayStation and Sega Saturn. The first product will be the "Enhanced Director's Cut Version of the Journeyman Project" and it should be available in Winter 1995.

Coming soon to PCs and Macs, "Buried in Time" will allow game players to enjoy virtual time travel. The game consists of three CD-ROMs featuring thousands of rendered graphics, professional actors captured in full-motion video and dozens of puzzles. This sequel to "The Journeyman Project" even includes on-line assistance as an artificial intelligence named Arthur.

Scheduled for Winter 1995, "Orion Burger" is a humorous, fully animated

cartoon adventure game. Players must solve many bizarre intelligence tests to prevent space aliens from making mankind the next special in the restaurants of their home world. This game is aimed at teens and adults and will be available for IBM compatibles with DOS 5.0 or greater.

Shipping for Fall 1995, "Lion" will be the second release in Sanctuary Woods' Predator Series. Similar in structure to the award-winning "Wolf," players will now live the virtual life of an African lion. This CD-ROM simulation for PCs and Macs includes 3-D graphics, realistic gameplay and an interactive safari. Estimated retail price is placed at \$49.95.

Coming soon to a Macintosh or IBM compatible near you is "The Riddle of Master Lu." This first-person adventure is set in 1936 and features Robert Ripley of Ripley's Believe It or Not. His life may have been the inspiration behind "Indiana Jones." The player must help Ripley find the Emperor's Seal to prevent disastrous consequences. This CD-ROM program features live actors and numerous mind-boggling puzzles.

And on to children's software!

"Travelrama USA Deluxe" is available now in Macintosh and Windows CD-ROM formats. It is an electronic boardgame allowing one to four players ages seven and up to learn about geography while traversing the United States. The program allows players to participate at different difficulty levels as they attempt to locate postcards by visiting specified locations. "Travelrama USA Deluxe" has an estimate retail price of \$29.95.

Franklin the turtle promises to bring high quality reading fun to children ages four to seven in "Franklin's Reading World." Children explore the ten linked scenes of Franklin's world, finding his friends while doing entertaining learning activities. Words are sorted into three levels based on length so children can play at an appropriate skill level. Each screen contains "Word Builder," "Sentence Builder" and "Memory Game" activities which use colorful graphics, animations, sound and music to teach word recognition, spelling and reading comprehension skills. The program will be available in Fall 1995 in both Macintosh and Windows CD-ROM formats with a price of \$39.95. A smaller version of the program will be available on floppy disk at \$29.95 and will be entitled "Franklin's Reading Games."

Sanctuary Woods also announces sequels to their popular "Math Ace" and "Word City" educational titles. "Math Ace Grand Prix" and "Word City Grand Prix" feature customizable content and rendered graphics while encouraging children ages eight to fourteen to learn fundamental math and language skills. Players will build a race track by earning sections of track in arcade-style learning games. Then they will race for the checkered flag while solving math or language problems. Available for both Macintosh and Windows, the programs will be offered in both diskette and CD-ROM versions for the estimated selling price of \$39.95. A Champ add-on diskette is available as an option.

"Bit-Bot's Math Voyage" is the improved and simplified version of the award-winning "Math Ace Jr." Children ages five to eight will play math activities to win fish and earn money to buy treasures for their aquariums. Important math concepts such as addition, subtraction and multiplication are taught in an entertaining undersea environment. Improvements over "Math Ace Jr." include faster performance in the Windows version, a simpler user interface and written help sections for parents and teachers. "Bit-Bot's Math Voyage" is available in both diskette and CD-ROM versions for both Macintosh and Windows with a suggested retail

All of Sanctuary Woods' many software products are available through computer and software stores, plus discounters and major distributors. These products can also be purchased directly from Sanctuary Woods. For more information, call Sanctuary Woods at 415-286-6100.

MICROSOFT PLUS!
=====

In parallel to the development of Windows 95, the Personal Systems Division has developed several additional technologies that take advantage of the high speed hardware that is becoming common today. These features will be delivered in a companion product to Windows 95, called Microsoft

Plus!. Microsoft Plus! requires a 486 or Pentium based PC running Windows 95 with at least 8M of memory.

Microsoft Plus! uses the power of 486 and Pentium PC's running Windows 95 to:

Improve the Look of Your Desktop

Microsoft Plus! has several new features to improve the look of your Windows desktop:

- * Custom desktop themes, complete with their own color schemes, sounds, wallpaper, animated mouse pointers, and more.
- * The ability to customize the standard desktop icons (My Computer, Network Neighborhood, and Recycle Bin).
- * Full-window drag, which enables you to see the contents of a window as you move or resize it.
- * Font smoothing, which eliminates the jagged edges on large screen fonts.
- * Wallpaper stretching, which resizes your wallpaper to fit the screen.
- * Run better, by performing system maintenance tasks automatically, and by increasing the amount of free disk space.
- * Surf the Internet. The Internet Jumpstart Kit included in Microsoft Plus! makes it easy for any Windows 95 user to get onto the Internet, with one-button sign-up via the Microsoft Network as well as support for existing Internet service providers. It includes the Microsoft Internet Explorer, a powerful World Wide Web browser that fully integrates the Internet into Windows 95.

Microsoft Plus! will be available at the same time as Windows 95, and will sell for less than \$50.

Microsoft Plus! focuses on two key areas to make PC's run better:

System maintenance and disk space

For most of the last decade, disk maintenance tools like disk defragmenters, surface scanners, and repair tools have been common place. Yet these programs are commonly used by only the most knowledgeable PC users. Most customers are aware that they need to maintain their PC's, but few do because the tools are time consuming to use, and typically they require some amount of technical expertise to use effectively. The Microsoft Plus! System Agent is an intelligent agent that runs these tools at appropriate times to automatically maintain the customers PC.

Real time disk compression products have also been available since the early 1990's. These products increase usable disk space by transparently compressing data as it is written to the disk, and then transparently decompressing the data as the user requires it. Although popular with some customers, a common complaint about real time compression products is the impact it can have on system performance. Microsoft Plus! includes new compression which performs better than ever before, and achieves unmatched levels of compression.

Self Maintaining

The key to making PC's self maintaining with Microsoft Plus! is a utility called the System Agent. The System Agent is a program scheduler which is also capable of detecting user idle time on the PC. When Microsoft Plus! is installed, the System Agent is automatically configured to run maintenance tools like Scandisk & the disk defragmenter when you're not using the system. You can eat lunch, while your PC maintains itself and if you should return from lunch early, simply touch the keyboard or move the mouse to make the system agent put away whatever activity it is currently working on until the PC is free again. You can also use the system agent to schedule other programs to run at preset times or whenever you aren't using your PC. For instance, you can tell the system agent to run the Windows 95 backup every day between 12:00 PM and 1:00 PM if the PC isn't being used.

Scheduling system maintenance activities with the System Agent

During installation, Microsoft Plus! configures the System Agent automatically to run the most common system maintenance tasks you might need. Plus! automatically configures the System Agent to run Scandisk, Disk Defragmenter, and a low disk space notification. If you choose to install DriveSpace 3 compression, the compression agent is also configured automatically.

You can determine what programs the System Agent is currently configured to run on your PC by double-clicking the System Agent icon on the taskbar in Windows 95. This will show all of your configured programs, plus the schedule times, and when the program last ran and whether or not it ran successfully.

Introducing Plus! Disk Compression

Microsoft Plus! provides several enhancements to Windows 95 disk compression:

- * DriveSpace 3, an updated version of Windows 95 DriveSpace, with new advanced settings that let you adjust the balance between speed and disk space. DriveSpace 3 format stores compressed data even more effectively than Windows 95 DriveSpace.
- * Compression Agent, a new program that compacts individual files on a DriveSpace 3 drive even more tightly. By default, System Agent is configured to run Compression Agent nightly to compact your files for maximum disk space without sacrificing system speed.
- * Support for compressed drives up to 2 GB (2048 MB) in size. (Previously, the size of a compressed drive was limited to 512 MB.)

Compressing a Drive

Disk compression works by storing data more efficiently, so that your drive can contain more data than it otherwise could. After you compress a drive, it appears to be larger, so that it contains more free space. For example, after you compress a 200MB drive, it might appear to be a 460MB drive with 260MB of additional free space.

If you have not yet compressed your drive, Microsoft Plus! makes it easier than ever to do.

Upgrading a Compressed Drive

If your drive is already compressed using DriveSpace or DoubleSpace, you can upgrade it to DriveSpace 3, the new Microsoft Plus! compression format. Upgrading your drive typically creates even more disk space and also allows you to use other Microsoft Plus! compression features on that drive. DriveSpace 3 supports compressed drives up to 2 GB in size, so if your compressed drive was constrained by DriveSpace's former maximum size of 512 MB, you should definitely upgrade to DriveSpace 3 format.

Balancing Disk Space and Speed

When you use DriveSpace 3 to compress or upgrade your drives, it prompts you to choose the balance you want between free disk space and speed. Then, it configures your disk-compression settings accordingly.

If you want to change your disk-compression settings later, you can use the Fine-Tuning Plus! Compression wizard in Help, which provides step-by-step instructions for:

- * Configuring your disk-compression settings so that your system is as fast as possible.
- * Freeing as much space as possible on your hard disk, even if it slows the system down a little.
- * Fine-tuning your compression settings for a balance between speed and disk-space.

More About Plus! Compression

Microsoft Plus! provides two disk-compression tools, DriveSpace 3 and Compression Agent, that work together to provide as much free space as possible without slowing down your computer.

Although DriveSpace 3 and Compression Agent are both compression programs, there are many significant differences between the two.

DriveSpace 3

Makes entire drive appear larger. Runs "invisibly" all the time.

Compresses a file whenever you save that file.

Saves files in standard compression, HiPack compression (see box), or no compression.

Compression Agent

- * Makes individual files use less space.
- * Runs when started by System Agent (typically, when you aren't using your computer). You can also run Compression Agent yourself.
- * Compresses files only when Compression Agent is running.
- * Saves files using HiPack or UltraPack compression; can also uncompress files.

When you compress or upgrade your drive using DriveSpace 3, you can configure your system for maximum speed, maximum space, or a balance between the two. DriveSpace and Compression Agent work together as follows:

- * DriveSpace runs all the time to provide access to your compressed drive and the files it contains. Whenever you save a file, DriveSpace automatically saves it using standard or HiPack compression. However, when configured for maximum speed, DriveSpace saves files in uncompressed form.
- * Each night, System Agent runs Compression Agent to compact your files even more. By default, Compression Agent compacts less frequently used files by using UltraPack compression; it compacts other files by using HiPack compression.

When Compression Agent runs nightly, you start each day with a freshly recompressed drive containing highly compressed files. As you work on files, DriveSpace saves them by using standard or HiPack compression (or uncompressed, depending on your configuration). So, if you change a file that was tightly compacted by Compression Agent, that file may be saved in a less highly compressed form. As a result, your drive may be slightly less compressed at the end of the day than it was at the beginning. The next time Compression Agent runs, it recompresses your files to regain as much disk space as possible.

Important

To take full advantage of Compression Agent, leave your computer on as much as possible (preferably 24 hours a day) so that Compression Agent can recompress your files while you aren't using your computer.

Microsoft Plus! Internet Tools

Microsoft Plus! provides many useful Internet features, including:

- * Easy signup using the Internet setup wizard.
- * The Internet Explorer, which you can use to browse the World Wide Web and other parts of the Internet.
- * The ability to put shortcuts to your favorite Internet locations on your Windows desktop.
- * Internet Mail client, which enables you to receive Internet mail even if you aren't using The Microsoft Network.
- * One month of free Internet use from The Microsoft Network.
- * The Microsoft Network version 1.05 (an enhancement to version 1.0, included with Windows 95).

Internet Basics

The Internet is a rich and varied source of online information from all over the world. It includes reference material, news, and social commentary ranging from scholarly to fun. For example, you can find up to the minute stock quotes; an article on current medical research; and possibly, full-color images of someone's pet iguana, updated every 60

seconds via a video camera in its terrarium.

To get to information on the Internet, you need:

- * An account with an Internet access provider. A company that provides access to some or all types of Internet information. Microsoft Plus! Setup runs the Internet setup wizard to help you get started with the Internet. You can either sign up for an account with The Microsoft Network, or use your own Internet access provider.
- * A Modem.
- * A program that downloads (retrieves) the information you want from the Internet. For most types of information, you can use Internet Explorer. To read and send electronic mail, you can use Microsoft Exchange.

System Agent Aware Applications

The System Agent can launch any Windows or MS-DOS based program, without requiring any modification to the program being scheduled. However, there are things Independent Software Vendors (ISVS) can do in their applications to add value for customers using those programs in conjunction with System Agent. Programs that have been modified to exploit System Agent are referred to as "SAGE aware".

System Agent aware programs have the following characteristics:

- * They show up in the drop down list box in System Agent's "Schedule a new program" dialog;
- * They behave well when run in unattended mode; for example, system agent aware programs don't generally ask for input from a user when they are run. ISV's can design their software so that it is able to determine if it is being run by the system agent.
- * They can optionally provide a Settings dialog that System Agent can display to allow users to specify a set (or multiple sets) of preferences/parameters to be used when the program is run by System Agent. All of the default tasks which included in Microsoft Plus! provide this dialog.
- * They may optionally define a set of exit codes and a corresponding set of strings that System Agent will record in its log (and display in the "Last Result" field of the system agent user interface), so that users have a record of whether the program ran successfully and what its final result was.

In addition, System Agent exposes an API that applications can use to directly manipulate SAGE's data base of scheduled programs. Using this API, applications can add themselves to SAGE's queue without requiring the user to manually schedule the program using System Agent's user interface. The System Agent also exposes APIs that applications can use to detect if System Agent is running, and to suspend System Agent so that it will not start up any programs until the application says so (or until the system is restarted).

Scheduling Windows 95 Backup with System Agent

Many people make daily backups of crucial data on their systems. The

System Agent can schedule the Windows 95 Backup program to perform an unattended daily backup of your data, and monthly full backups. The steps to accomplish this are as follows:

1. Start the Windows 95 Backup Applet, and load the Full System Backup. set file.
2. Under the Backup/Settings/Drag and Drop, uncheck the 'Confirm operation before beginning option. This option will allow the backup program to run unattended.
3. For the full backup make any other changes you want, such as "Format tape if needed", or "Quit upon completion". Then save these changes.
4. Then create a differential backup set by changing the "Full" to "Differential" setting in the Settings/Options/Backup Tab. Save this one as your Daily Backup set file.
5. Exit Backup
6. Bring up System Agent and Schedule a new operation.
7. Browse for the command line for Backup.exe, then add the rest of the line or type the following exactly (quotes included) changing the path information to fit:

"C:\Program Files\Accessories\Backup.exe" "C:\Program Files\Accessories\file set name.set"

8. Do this for both the full and daily backups taking care to schedule them at different times even though the full will be only once or twice a month. HINT: Allow yourself time for daily to complete before the full starts.

Advanced Data Compression (DriveSpace 3 & Compression Agent)

Microsoft Plus! ships with advanced data compression. There are three parts to this new data compression:

1. A new compressed volume file format (called DriveSpace 3 format). This new format provides two customer benefits: larger compressed volumes (up to 2 Gigabytes, vs. 512M with DriveSpace or DoubleSpace) and reduced file storage overhead.
2. DriveSpace 3: DriveSpace 3 is a new compression program for real time data compression. With DriveSpace 3 customers can choose to increase compression levels, or increase PC performance, depending on the settings they select for data compression.
3. The Compression Agent: The Compression Agent is a utility which can be used to improve data compression levels by compressing data when the PC is not being used. As configured by DriveSpace 3, the System Agent runs the Compression Agent automatically to super-compress files while the customer isn't using the PC.

Both DriveSpace 3 and the Compression Agent support multiple types of data compression on DriveSpace 3 volumes. These different types of compression are as follows:

STANDARD = the same compression offered by Windows 95 DriveSpace today

HIGH PACK = higher compression ratio than Standard Compression
slower to write compressed data than Standard, but identical
or faster speed when reading compressed data

SMILEY DICTIONARY

=====

Compiled by Jerry Ellis
74723.66@compuserve.com

The following is a list of Smileys that I am familiar with and their definitions. As with any definition there are different meanings in different localities and settings. The basic Smiley, :-) may just mean "Have a nice day!" for example. If readers have other Smileys or different definitions please send them email so I can add them to the file. This font is the Windows Times New Roman and some Smileys will look different using other fonts. Note the [shift backslash] displays as a solid vertical line. Older computers displayed this character with a small space in the center (the eyes are closed). This file is saved using Windows Write word processor included with MS Windows.

```

:-)      I'm just kidding
(-:      I'm just kidding (and left handed)
:-(      I'm sad (or I didn't like that last statement)
:-<      I'm seriously pained
:-C      I'm really bummed
;-)      I'm winking (accompanies a flirtatious remark)
:-I      I'm indifferent (cap i, this is better than a frown, but not as good
as a      Happy Smiley)
:->      I just made a sarcastic remark (sharper than a :-))
>:->    I just made a very devilish remark
:-7      I just made a wry remark
:'(      I'm crying
:'-)     I'm so happy I'm crying
:-D      I'm laughing
|=)      I'm tired but happy (this font shows as a solid line, shift backslash
)
:-#      My lips are sealed
:-&      I'm tongue tied
:-J      I'm speaking tongue in cheek
%-)      I've been staring at a computer screen too long
B-)      I'm cool
:*)      I'm drunk
#-(      I'm hungover
8-)      I'm wearing sunglasses
:~(      I have a cold
:-P      I'm sticking out my tongue
:-)~     I'm drooling
:-O      I'm yelling (typing in caps is also considered yelling and maybe rud
e)
|I       I'm asleep (shift backslash and cap.i)
|^o      I'm snoring (shift backslash, sm. oh)
:-/      I'm baffled
:c       I'm pouting
:-@      I'm screaming
:-!      I'm whispering
:-Q      I'm a smoker
:-?      I'm a pipe smoker
:-})     I'm wearing a moustache
=|:-)    I'm wearing a top hat

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```

*<:-)      I'm Santa Clause
+-(::-)    I'm the Pope
5:-)       Elvis
7:^^]      Ronald Reagan
&^{}       Bill Clinton
C|:-=      Charlie Chaplin
d:-)       Baseball player
:-[         Vampire
:-E         Vampire in need of orthodontia
<:-I       Dunce (cap i)
K:-)       Propeller head (nerd)
:8)        Piggy
3:-o        Cow
:=8         Babboon
0-)         Cyclops
[ ]         Hugs...
:*          ...and kisses

```

A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N

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P.O. Box 6672
Jacksonville, Florida 32205-6155

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A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N

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MAC/APPLE SECTION (II)
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John Deegan, Editor (Temp)

=====

Dana Jacobson, Editor

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> From the Atari Editor's Desk
   " " " " " " " " " " " " " " " " " " " " " " " " " " " "
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"Saying it like it is!"

Well, vacation #1, this summer, is winding down. It's been a great couple of weeks, though. The weather, unlike last year at about this time, was splendid. It was hot only a few days; most days were around 65-75 with a nice sea breeze to keep it very comfortable. Sitting outside, drinking a few cold ones, reading a good book...

Oh, sorry - you don't want to hear about that stuff! This is a computer mag, not a 'What I did on my summer vacation' report!

Still waiting for that elusive Falcon to show up at my door. I'd like to thank everyone who responded to pre-Falcon set-up questions; they were all very informative. I'm really looking forward to this new machine. Can you tell I'm not good at waiting?

Interesting news this week. Every time I see posts about CD-related items, I want to run right out and grab a CD-player for my machine. Items such as those mentioned in the announcement by It's All Relative, below, sound incredible. A CD has to be one of my top two next purchases! I've also heard from a number of people who have purchased the Suzy B's/Toad Computers double-CD set, and are raving about it! I want this one too! Who said there's nothing new coming out to use on Atari computers?

Well, since I am officially on vacation, I'm not going to make this week's editorial long (I've got a couple of bottles of 'Red Dog' waiting, and a cool spot out on the front porch!). So, let's get to the news and information for another week.

Until next time...

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>SARA CD-ROM Software! STR InfoFile! - 'Search And Retrieval Atari'
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Have you seen SARA?      LLLLLLLLLLLLLLLL
She's very small but     LLLLLLLLLLLLLLLL
```

```
she's got BIG IDEAS!          LLLLLLLLLLLLLLLL
        *** Hmmmmmmmm?        LLLLLLLLLLLLLLLL
    No? ***                    LLLLLLLLLLLLLLLL
Well, if you haven't seen     LLLLLLLLLLLLLLLL
SARA, maybe you've seen      LLLLLLLLLLLLLLLL
some of these popular DOS     LLLLLLLLLLLLLLLL
& Windows (shudder) CDs:     LLLLLLLLLLLLLLLL
```

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===== The Wayzata World Fact Book 1992?
===== Software Toolworks Reference Library v2.0.0?
===== Audubon's Mammals?
===== Audubon's Birds?
===== The Powerhouse Art History Encyclopedia?
===== Sherlock Holmes on Disc?
===== Shakespeare on Disc?
===== CD-ROM Deluxe Toolworks Reference Library?
===== 1992 Time Man of the Year?
===== 1993 Total Baseball?
===== 1994 Total Baseball?
===== The Family Doctor?
===== Grolier's Multimedia Encyclopedia v6?
===== Martin & Porter's Video Movie Guide?

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DID YOU KNOW YOU CAN USE THESE BABIES ON YOUR ATARI COMPUTER
(with a CD-ROM drive of course)? No?

WELL YOU CAN . . . WITH SARA!!!!

'SEARCH AND RETRIEVAL ATARI'

.....and nothing on the Atari platform can touch it for ease of access to information-based CDs

- A - Finally a Reference Library on your Desktop!
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- C - Finally the Classics on your Desktop!
- D - Finally an Encyclopedia on your Desktop!

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 Art, History, Geography, School (sigh), World
 Events, Dictionary, Thesaurus, Quotations, Reference,
 Sports, Science, Entertainment and more!
 #####

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PH: (314)831-9482 GEnie: GREG

SARA is now available from a *lot* of ATARI DEALERS! Call your favorite Dealer or Mail Order store to find out!

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=====
===== SEARCH AND RETRIEVAL ATARI =====
=====
===== CD-ROM ACCESS FOR ATARI USERS NOW! =====
=====
```

..... then SARA is for you!

```
>>>>>>>>>>>>>>>>>>> SARA solves the problem! <<<<<<<<<<<<<<<<<<
```

Different SARA programs access the following CDs:

SARA 5-Pack (5 SARAs on one disk!)\$69 Cdn/\$59 US

- 0- The Software Toolworks Reference Library 1992 Edition
- 0- The Wayzata World Factbook 1992 Edition
- 0- 1992 Time Man of the Year
- 0- The Powerhouse Art History Encyclopedia
- 0- Parenting - Pre-natal to Pre-school
- 0- Sherlock Holmes on Disc
- 0- Shakespeare on Disc
- 0- Audubon's Mammals
- 0- Audubon's Birds
- 0- 1994 Total Baseball
- 0- 1993 Total Baseball
- 0- The Family Doctor

SARA for Grolier Multimedia Encyclopedia\$59 Cdn/\$49 US

- 0- Grolier's Version 6 Multimedia Encyclopedia

SARA for Video Movie Guide\$49 Cdn/\$39 US

- 0- Martin & Porter's Video Movie Guide

SARA for Better Homes & Gardens Cookbook,
Wine Guide,
Gardening Handbook!

SARA programs are available (along with CDs!), from *ALL* fine Atari dealers - call your dealer now. If you're not sure where your nearest dealer is, and you want to join the CD revolution - call Greg or Randall Kopchak at IT'S ALL RELATIVE 314-831-9482 or Howard Carson at ABC SOLUTIONS 416-752-2744

=====

For best results, SARA requires a TT or Falcon with 4 megabytes of RAM and a hard drive, running in 640x480x16 color resolution. Other combinations, including some graphics cards, also work well. STe or better is required for sound. TOS revisions below 2.06, resolutions below ST High (640x400x2) and multi-tasking are not specifically supported.

```
=end=
```

THE ATARI USERS OF NORTH TEXAS
COMPUTER EXPOSITION

```

Program:      Freedom
Version:      1.14
Date:         28.06.1995
Type:         Multitasking-Fileselektor
State:        Shareware
Costs:        30 DM
Authors:      Kolja Koischwitz  (joust@cs.tu-berlin.de)
              Christian Krueger  (chrisker@cs.tu-berlin.de)

```

Hardware: >=1MB, Hard disk!
Memory: needs 170kB
Changes: - Own copy/move actions (in background!) via Clipboard
and drag & drop
- new Filetype concept (Typenames, -priorities und -colors)
- New: full non-module *Multi*-file-selection even with
programs like Pure C!!
- finally crash-free under SingleTOS
- Trappers are running under MagiCMac from Auto-Folder
- many further bug fixes
Archives: FRDM114D.LZH (Deutsch)
FRDM114E.LZH (english, with little delay)
Download: ftp.cs.tu-berlin.de
(pub/atari/incoming or pub/atari/Utils/Disk)

PS: From 6. July to end of July we both are not accessible. If you want to register, then do it now, if you don't want to wait a month for the key!

> STR NewsPlus
"*****"

In the.. "Whatever Happened to the; 'Dog is Man's Best Friend' Dept."

-/- Dog Bytes; Man Is Sentenced -/-

In Switzerland, a 24-year-old man has been handed a suspended 90-day jail sentence following his conviction for abandoning his dog in a forest after it chewed up his computer.

According to the French Agence France-Press International News Service, the unidentified man said during his trial that Desiree, his Appenzeller, chewed his computer in November. Furious at the damage, he tied the animal to a tree in a forest north of La Chaux-De-Fonds in northwest Switzerland.

Charles Guggisberg, head of the Animal Protection Society which took in the pet told the daily Le Matin newspaper Desiree was discovered by walkers several days later "in agony, completely dehydrated and overcome with cold," adding, "It is still affected by the trauma of its ordeal and we have had to put it in a shelter."

The AFP says the Animal Protection Society has announced it will protest the leniency of the sentence.

-/- Kevin Mitnick Gets Plea Bargain? -/-

Computer invader Kevin Mitnick, scheduled to go on trial July 10 on fraud charges, reportedly has reached a plea bargain with federal prosecutors.

In Raleigh, North Carolina, The News & Observer, citing a copy of the plea bargain it obtained, reported this morning the deal would throw out all but one of 23 charges the 31-year-old Mitnick faces and calls for no more than an 8-month prison sentence on the remaining charge.

The Associated Press reports no comments from both William Delahoyde, an assistant U.S. attorney for the Eastern District of North Carolina, and John Dusenbury, Mitnick's public defender.

As reported, Mitnick several years ago pleaded guilty to breaking into Digital Equipment Corp. computers. At that time, he struck a plea agreement with California prosecutors in which he served one year in prison and promised to get treatment for an addiction to computers. However, he went on the lam in 1992 before completing the treatment, eluding authorities for more than two years.

Last Feb. 15, authorities arrived at Mitnick's apartment in North Raleigh, tracked down after he broke into the San Francisco system, The Well, and began reading users' e-mail. He also broke into the system of security specialist Tsutomu Shimomura, who then cancelled a vacation to help federal agents track him down. Mitnick has been held in North Carolina jails since his arrest.

The newspaper says that according to the copy of the plea agreement signed last week, Mitnick, who was indicted by a grand jury on 23 counts of computer fraud, admits possessing 15 telephone numbers he cloned so he could burrow into computer systems.

"The remaining 22 charges would be dismissed, but he could face prosecution in other districts, most likely in California on the probation violations," AP reports.

-/- Mitnick May Face Further Charges -/-

Attorneys confirm California computer invader Kevin Mitnick has agreed to a plea bargain that would allow him to serve eight months in prison in exchange for a guilty plea to one of 23 charges.

However, prosecutors in Raleigh, North Carolina, where the 31-year old Mitnick was arrested earlier this year told United Press International the suspect may face additional charges elsewhere.

"He has not been indicted here on computer fraud," Assistant U.S. Attorney John Bowler told the wire service. "Other jurisdictions remain interested in him."

As reported, government and industry sources allege Mitnick is responsible for millions of dollars in damage to computer systems and software nationwide.

California defense attorney John Yzurdiaga confirmed Mitnick has agreed to plead guilty to a single count of possessing stolen phone numbers.

"The 23 charges he faced in North Carolina involved only the cellular phone fraud Mitnick is alleged to have committed during the few weeks he was in the Raleigh area before his capture," UPI says. "In California, Mitnick could face charges stemming from probation violations."

(After serving a year in prison for previous hacking-related crimes, Mitnick agreed to enter a counseling program to help him curb his illegal computer compulsions. However, he fled before he finished

treatment and just before the FBI tried to question him about still more hacking allegations.)

UPI says there also could be additional charges in California, Colorado or Seattle, where Mitnick was believed to have stayed while running from authorities.

Said Yzurdiaga, "There have been ongoing discussions with the U.S. Attorney's office" in Los Angeles.

As reported earlier, Mitnick was scheduled to go on trial July 10 on fraud charges.

-/- Dole Sides With Microsoft -/-

Senate Majority Leader Bob Dole has termed "overzealous" the U.S. Justice Department antitrust division's conduct in its current investigation of Microsoft Corp.'s proposed Microsoft Network online service.

In remarks read into Wednesday's Congressional Record and distributed to reporters last night by a public relations firm representing Microsoft, the Kansas Republican said:

"A company develops a new product. A product consumers want. But now the government steps in and is in effect attempting to dictate the terms on which that product can be marketed and sold. Pinch me, but I thought we were still in America."

Business writer Rob Wells of The Associated Press quotes a Dole spokesman as saying he couldn't elaborate on the senator's remarks.

As reported earlier, Microsoft this week struck back at the Justice Department probe in a broad attack to try to quash a government subpoena related to its proposed online service. At issue is Microsoft's plan to link the service with its new Windows 95 software, set for release next month.

AP says Dole used the case to highlight a broader issue, expressing concern about some members of Congress wanting to give the Justice Department too much power to enforce telecommunications laws under a recently passed reform bill to reform the telephone and cable industries.

Said Dole, "Antitrust standards are not only sufficient, but it seems to me that the current Department of Justice is overzealous in its use of these statutes."

Citing reports the department is seeking all documents from Microsoft concerning "the future of computers and computer technology," Dole said, "If this report is accurate, DOJ is out of control."

In response to the senator's criticism, Anne K. Bingaman, assistant attorney general for antitrust, issued a statement saying, "Antitrust enforcement is based on the law and facts, and is always required that we do investigations with objectivity and confidentiality. We will continue to meet those high standards."

Meanwhile, Wells says Microsoft appeared pleased by the majority leader's support. Microsoft spokesman Greg Shaw commented, "We have said

all along that we don't understand how a new entrant creating new choices for the customer with improved technology and lower prices should be the subject of a Department of Justice investigation."

-/- Microsoft Confirms Backup Plan -/-

While a Justice Department victory is far from assured, court documents confirm Microsoft Corp. has contingency plans to cope with any order to separate its proposed online computer service from its Windows 95 to avoid delay of its Aug. 24 release date.

Writing in The Wall Street Journal this morning, reporter Don Clark quotes a top Microsoft executive as confirming his employer is considering how to remove software for using the Microsoft Network from Windows 95 if the Justice Department seeks and wins an injunction barring the bundling of the two products.

Said Vice President Brad Silverberg, in charge of Windows 95 development, "We would be naive not to think through the possibilities. If Justice were to tell us to remove the code or modify the product in some way, we would have to consider how we would do that and see what impact that would have."

Noting Microsoft's contingency plans were reported Friday by InfoWorld magazine in a synopsis of an article scheduled to appear in today's issue, Clark quotes Silverberg as saying the company has no plans to voluntarily remove the software for the so-called online service.

Such a voluntary removal has been urged by some outside observers, says Clark, "to ward off any Justice Department action on the matter, nor is it considering any plan to ship the operating system with software from competing on-line services, he said."

As noted, online competitors complain Microsoft Network's links to Windows 95 give the company illegal advantages in the market for online services. As reported, Senate Majority Leader Bob Dole jumped into the fray last weekend, calling the Justice Department probe "overzealous."

-/- Microsoft Net Rivals Fear Costs -/-

Online businesses positioned to compete with Microsoft Corp. say the software giant's planned Microsoft Network could force them to boost payments to computer makers to include their access software on new PCs. Online competitors want the Justice Department to force Microsoft to offer its access software separate from its new Windows 95 operating system due to launch Aug. 24. Failing that, they say, Microsoft should be required to offer their online services on an equal basis with its own online system.

As noted, Justice Department investigators are conducting an antitrust investigation on Microsoft's marketing plans for Windows 95, which, as now configured, has Microsoft Network built in. Speaking with Sara Hansard of the Knight-Ridder Financial News Service, CompuServe general counsel Kent Stuckey said computer makers are making "demands for significant payments" to include CompuServe access software.

He is quoted by the wire service as saying manufacturers such as

IBM, Compaq Computer Corp., Hewlett-Packard Co. and Packard Bell Electronics Inc. all have started asking for significantly more money from CompuServe since Microsoft announced its marketing plans for Windows 95.

"Many, many millions of dollars" are involved, Stuckey said, adding he believes other online services also are being asked to pay more to equipment manufacturers to have their access software included on new machines.

Because computer makers are paying Microsoft for its Windows 95 operating system, "Microsoft is being paid" for its online service, Stuckey said, which will give Microsoft economic and marketing advantages over other online competitors.

Meanwhile, America Online attorney Simon Lazarus told the wire service Microsoft will be able to position its access software to give it a big marketing advantage over other online services. He thinks that within the next several years that may allow Microsoft to dominate the online service market.

JAGUAR SECTION
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Super Burnout Peels Out! CATnips!
Minter/Defender 2000 Update!
'Game Informer' Goofs! Bubsy Review!
More Hover Strike Codes! And more!

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> From the Editor's Controller - Playin' it like it is!
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Super Burnout has been getting quite a bit of online reaction lately, as the game starts to reach the dealers. It's been noted that there are still a number of people trying to find this latest game, however. We've got a "first impressions" report from STReport staffer, Craig Harris.

Atari's Don Thomas is still at it, cranking out those CATnips reports; and we've got the latest one for you here (missed last week's issue by nanoseconds!). We'd like to express our appreciation for all of the online and behind-the-scenes work that Don and other Atari personnel have been doing for quite some time now. It's terrific how they go that extra step to keep in touch with the userbase.

There's not a lot of new information for you this week, probably due to the short holiday week and summer vacations. However, we do have two CatBox reviews almost ready (should be in next week's issue) and a number of game reviews in various stages of completion. We should have a review of 'Bubsy' this week, and Theme Park, Syndicate, and a few others coming in the next few issues. And, July and August should be good months for new games also, so stay tuned!

Until next time...

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Current Available Titles ~~~~~

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
J9000	Cybermorph	\$59.99	Atari Corp.
J9006	Evolution:Dino Dudes	\$29.99	Atari Corp.
J9005	Raiden	\$29.99	FABTEK, Inc/Atari Corp.
J9001	Trevor McFur/ Crescent Galaxy	\$29.99	Atari Corp.
J9010	Tempest 2000	\$59.95	Llamasoft/Atari Corp.
J9028	Wolfenstein 3D	\$69.95	id/Atari Corp.
JA100	Brutal Sports FtBall	\$69.95	Telegames
J9008	Alien vs. Predator	\$69.99	Rebellion/Atari Corp.
J9029	Doom	\$69.99	id/Atari Corp.
J9036	Dragon: Bruce Lee	\$39.99	Atari Corp.
J9003	Club Drive	\$59.99	Atari Corp.
J9007	Checkered Flag	\$39.99	Atari Corp.
J9012	Kasumi Ninja	\$69.99	Atari Corp.
J9042	Zool 2	\$59.99	Atari Corp
J9020	Bubsy	\$49.99	Atari Corp
J9026	Iron Soldier	\$59.99	Atari Corp
J9060	Val D'Isere Skiing	\$59.99	Atari Corp.
	Cannon Fodder	\$69.99	Virgin/C-West
	Syndicate	\$69.99	Ocean
	Troy Aikman Ftball	\$69.99	Williams
	Theme Park	\$69.99	Ocean
	Sensible Soccer		Telegames
	Double Dragon V	\$59.99	Williams
J9009E	Hover Strike	\$59.99	Atari Corp.
J0144E	Pinball Fantasies	\$59.99	C-West
J9052E	Super Burnout	\$59.99	Atari

Available Soon ~~~~~

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
	Air Cars	TBD	MidNite Entertainment
	Fight For Life	TBD	Atari
	Flashback	TBD	U.S. Gold
	Power Drive Rally	TBD	TWI
	Rayman	TBD	UBI Soft
	Ultra Vortek	TBD	Atari
	White Men Can't Jump	TBD	Atari
	Jaguar CD-ROM	\$149.99	Atari

Hardware and Peripherals ~~~~~

CAT #	TITLE	MSRP	MANUFACTURER
J8001	Jaguar (complete)	\$189.99	Atari Corp.
J8001	Jaguar (no cart)	\$159.99	Atari Corp.
J8904	Composite Cable	\$19.95	

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Dorf & Stanton Communications Inc., Los Angeles
310/479-4997 or 800/444-6663

ATARI LAUNCHES "SUPER BURNOUT" ON JAGUAR 64

SUNNYVALE -- July 5, 1995 -- Earlier this morning Atari Corporation released "Super Burnout", a fast-action cartridge title for the 64-bit Jaguar system. In this crash- and-burn arcade-style game, motorcycle players compete head-to-head with friends, computer generated racers, or against the clock.

"Super Burnout" has 60 frame-per-second break-neck action graphics and intense realism of motorcycle racing. Players criss cross the globe to compete on the most intense tracks in the world. All eight racetrack locations feature awesome scenery and the hottest music soundtracks.

The key to a player's driving success is to choose a custom sports bike that provides them with the winning edge. "Super Burnout" offers numerous motorcycles for players to choose from, each with individual style and powerful driving capabilities. The two-player "versus mode" applies split-screen details, which allows competitors to view their racing progress all the way to the checkered flag.

"'Super Burnout' is a great addition to our library of software titles," said Ted Hoff, president of Atari Corp.'s North American Operations. "It is a fine example of the high-quality, competitively priced software we continue to bring to our Jaguar 64 consumers."

"Super Burnout" players can race day or night and choose the number of laps in one of four racing modes. "Super Burnout", rated KA (appropriate for kids through adults), is available for sale now for \$59.99 (suggested retail price).

Additional Atari Jaguar summer releases will include: "Ultra Vortek", "White Men Can't Jump", "FlipOut!" and "Rayman". These are just a few of the many great titles for the Atari Jaguar library, which will approach 100 titles by the end of 1995.

For over 20 years, Atari Corporation has provided consumers with high-quality, value priced entertainment. Atari Corporation markets Jaguar, the only American-made, advanced 64-bit entertainment system. Atari Corporation is located in Sunnyvale, CA.

"Super Burnout" (c) 1995, Atari Corporation, Virtual Xperience and Shen Technologies SARL. All Rights Reserved. "Super Burnout", Atari logo and Jaguar are all trademarks of Atari Corporation. Virtual Xperience, The Virtual Xperience logo and Shen Technologies SARL are the trademarks or registered trademarks of their respective companies.

Other products may be trademarks or registered trademarks of their owning companies.

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Onliners note: A .GIF file is provided with this release if obtained in .ZIP form. To obtain an archived version of this document, see the download areas of the Jaguar sections of GENie or CompuServe. Copies are also available by calling CATscan BBS at 209/239-1552.

END OF FILE

-/- Buried in Time Game Ships -/-

Sanctuary Woods Multimedia says it has begun shipping PC and Macintosh versions of Buried in Time, its new time- travel CD-ROM adventure game. Shipment of initial orders for the Mac version were completed in June, says the company, which is based in San Mateo, California. A partial shipment of initial orders for the PC version began in late June, with the majority of orders expected to be delivered to retailers in the first weeks of July.

Buried in Time takes its players on a chase through history. Users can explore seven interactive worlds and five different time periods, ranging from a March 8, 1204, exploration of Richard the Lion Hearted's castle to Leonardo da Vinci's private laboratory on December 1, 1488 to a Mayan temple in 1050 A.D. The game sells for \$59.95.

> STR Overview
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SUPER BURNOUT
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Impressions

From CompuServe/STReport member, Craig Harris

Just received a copy of Super Burnout...Been playing it since 4:00 EST. Just thought I'd post my first impressions on this slick racer. Feel free to comment, especially Atari-folk <g>

Now, no game is perfect, and this isn't an exception. These issues are small, but not in the least minor:

1) It records the best average lap time and best lap time for each track. However, it lists them as "Best Average Time" and "Best Time." It would be more self-explanatory if it were "Best Average Lap" and "Best Lap." Besides, it saves one character! <g> Very confusing.

2) When playing a two player game (Versus Mode), it's just you and your bud. No one else. No where in the documentation does it say that it's just you and your pal on an open track...plus the fact that when you select the Versus Mode in the options screen, you can STILL select the difficulty of the drones (computer opponents). The DRONE DIFFICULTY option should be greyed out when Versus Mode is selected. Very disappointed that you cant have enemy drones in two player, too.

3) You can't restart the current track in the middle of a race (as in most racing games). I can understand not giving this option in Championship Mode, but why not in any of the practice or Versus modes? The only way to restart a race is to completely reset the system (* and #)...very roundabout.

Being a veteran game-tester, I'm shocked that these issues weren't covered...if I were beta-testing this title, I would have kicked and screamed to get these issues resolved.

Here are some other negative comments, mostly design-related that no beta-tester could convince a producer to fix. Trust me, I know. <g>

4) Sound F/X aren't in stereo. It would be VERY cool to hear motorcycles passing on the appropriate side, or the crowd cheering in one ear as you pass them.

5) Versus mode's viewing area is very confining. Basically, the programmer brought the camera lower to the ground, and cut out most of the scenery to fit two viewing windows. This limits the view BIGTIME...mainly because you're trying to view the race THROUGH your persona, not over him as in a regular one-player mode. I would have suggested that the viewing windows be scaled back a bit, making the road, scenery, and racer smaller than normal (keeping the background the same size, as to not tax the system as much) so the race could be played almost as well as in one player modes. However, this might tax the system, and not get the same silky-smooth framerate it currently has...so I'm not sure if the trade-off would be worth it.

6) Why the heck is the arena announcer announcing when you get a record time and fast time? I think a more subtle "pit-crewish" voice would be more appropriate than the massive, echoey voice of the race announcer. Have him announce how many laps are left, sure...but leave the time announcements to someone on your side. <g>

7) Championship Mode is kinda boring...It just feels like your playing a track after track with no point, until after the final track they give you the score. Why can't the scores be tallied BETWEEN tracks? And why can't the drones be named in Championship? At least you can get personal with someone named "Josh Smits" rather than "that blue drone." <g>

Ok, negative mode off.

I really like the smooth flowing race track (although the groove should look more like a groove than a blatantly painted dark-grey strip). There are enough options and tracks to make the gameplay fresh for a

I've had some really spectacular crashes (motorcycle-kinds, not bug-related) that I'm not sure the designers intended. For example, I was leading the pack, when out of the blue one rams me in the back. We both go flying, then the rest of the pack follows, flying over **their** handlebars. Really cool.

(Now, what are these "Stellar X" adverts on the side of the road, hmmm? <g>)

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> STReport Jaguar Game Review - "Busby"  
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There are many words to describe video games. Fun, challenging, exciting, tough, stupid and many others, just to name a few. One of the terms I haven't heard for a while is "cute", which is how my daughter described Busby, the "Mario-like" game for the Jaguar. Busby is cute. He's a bobcat that is in search of putting fairy tales back together (or tearing them apart, if you tell the story from the game play). Busby is a cute game. There is no getting around this. But while it may seem cute, it really isn't that easy, except when Tiffany, my 3.5 yr old daughter comes to play. Let me let her tell the story in her own words. When it's her turn to say something, I'll start out the comment with a T: When it's my turn again, I'll start the text with a M: Simple enough? Well, maybe simpler than Busby. Let's tell the story.

T: The bobcat is funny. He jumps on the screen. And once he jumps, he goes into the air. Sometimes he will get a ball and gets to keep it. Busby likes to jump on other things like a black card and a bunny rabbit.

M: The action is good and Tiffany has already explained that Busby moves around trying to get the balls in the air and on the ground. The different characters that are similar from Alice In Wonderland are hard to get by until you've played the game a few times. Once you know to jump on top of the flamingos, rabbits, snakes and Tweedle-Dee and Tweedle-Dum (avoiding their red balloons in the process), you can make

it all the way to the Mad Hatter. Get past him and his showering of Busby killing substance, and you get to move onto the next level, which is Busby and the Beanstalk. After this is Busby and the Arabian Nights, followed by Water Busby and finally coming to Busby and Gretel. All of these levels are filled with various enemies like those found in Busby in Wonderland, with the same level of difficulty. Now maybe it's just me, playing a "cute" game, being an adult. But I had a hard time getting past a lot of areas. Somehow, I thought that Tiffany would have it even harder. But not the case.

T: I beat daddy getting to see the Mad Hatter. I had to start over a lot, but daddy took a long time to kill the Mad Hatter. I liked to get the balls and jump up to get Tweedle-Dee and Tweedle-Dum. I fell in the water a lot, but Busby can't swim. I like to swim in my pool, but I don't get hurt. Busby needs to jump over the water. Then a big cat's head sticks his tongue out gets me so I have to start over. It's silly when Busby goes real fast and bumps his head on a rock.

M: Each game is timed. You get 10 minutes to finish that level. If you run out of time, then you die and have to start over. You get 10 lives, which is unheard of in video games, unless you have been playing a long time and have racked up numerous lives. Speaking of lives, find the t-shirts that show a number "1" on them. These give you extra lives. Also, the large exclamation points will let you go back to that point in the game when you get killed. So your next Busby life will start at that point. This is good because you don't want to start all the way from the beginning. Several exclamation points are scattered throughout the levels, so you get chances to stay at that point when you die.

T: The music is fun. When I don't play the game, I like to dance around to the music. When I play the game, I like to hear the music. Busby likes the flamingos, but to jump on them and make smoke. Busby likes to scoot on his feet when he goes fast. It makes him stop fast.

M: For obvious reasons, this game is good if you like a small challenge. For those people who are so hardened by the mass number of games and challenges come easy to them, Busby may bore them. I had a friend come over and he went through several of the levels after just a couple hours of play. I have logged somewhere around 20 hours and can get to the end of Busby and the Beanstalk before losing my last Busby. I have not been able to find codes to get to the next levels (each time you finish a level, you get a code for the next level so you can start where you left off.

T: When daddy plays Busby, he gets mad when the bunny and the flamingos get him. I tell daddy that Bubsy is ok and not to get mad at him. I don't like it when the bee (wasp) gets me. If he were real and got me, it would hurt. Busby makes a funny face when the bee (wasp) gets him and then I have to go get him again.

M: The game play is a little slow at times, most likely geared towards kids like my daughter. I found the slowness bothered me when I was trying to complete a level, having to worry about running into a bad guy or missing a ball or one of the other point items.

Graphics:	6.0
Sound FX/Music:	6.0
Control:	6.5

Manual:	5.5
Entertainment:	6.5
Reviewer's Overall:	6.5

CONCLUSION

As you have read from our review, Busby is fun. Busby is not all that easy. And Busby is cute. This is the closest the Jaguar has gotten to a "Mario-like" game, and will most likely be the closest until we see the likes of the much-delayed Tiny Toons game (remember the one that was talked about when the Jaguar was first released?).

As far as ratings go, the graphics were good, but could have been a bit better. The sound and music was good, but like the graphics, could have been better. Game control got slightly better results, but still is not all that easy to control at times, especially when jumping and trying not to "wobble" off when space is at it's minimum. The manual shows most of the characters and has some good information, but there could have been more. The entertainment value is actually quite good. Nothing stellar, but fun to play and keeps you coming back for more. Overall, Busby is a game that you may not want to pay more than \$30 for, but if you are wanting a good game that the whole family can play without worrying about getting bored or seeing blood, this is a keeper.

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> Jaguar Easter Eggs/Cheats/Hints STR InfoFile - Solving Those Riddles!
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In last week's issue, we promised you more tips for Hover Strike. Below, you'll find the necessary codes to get to the secret bonus missions.

Hover Strike Secret Bonus Missions

Enter these codes at the mission select screen to play the bonus missions. There is one bonus mission for each of the first five levels. After the code has been entered on the appropriate level, scroll through the missions until you come to the bonus selection. It is distinctively designed with a picture of the Hover Strike development team standing in front of the landscape artwork.

The code for the first Bonus mission will only work on Level One. At Level One, press 2+3+6+UP simultaneously.

The code for the second Bonus mission will only work on Level Two. At Level Two, press 2+6+7+8+DOWN simultaneously.

The code for the third Bonus mission will only work on Level Three. At Level 3, press 3+5+6+RIGHT simultaneously.

The code for the fourth Bonus mission works only on Level Four. At Level 4, press 2+5+8+UP simultaneously.

The code for the fifth Bonus mission works only on Level Five. At Level 5, press 3+4+6+7+DOWN simultaneously.

For those in the States, I hope you had a pleasant Holiday yesterday. I know a lot of you probably enjoyed outdoor things, I enjoyed a major computer upgrade. As a result, I hope everyone will benefit. My first project is to answer to everyone looking for a scanned image of Mr. Ted Hoff. The file: HOFF.ZIP has been uploaded to CompuServe and GENie and should show up soon if the SysOps have not cleared it yet. The description of the file is as follows:

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=====
    --- PRESS RELEASE AND PHOTO IN THIS ARCHIVE ---
    *** Hoff President of Atari N. American Operations ***
    This archive (ZIP'd file) includes the Atari Press Release
    of June 26, 1995 PLUS a .GIF file of Mr. Hoff. The scanned
    image is 15,391 bytes on disk. It is a 185x270 gray scale
    image at 300 dpi. This photo may be appended to online
    publications or reproduced by other means for purposes
    which are complimentary to Atari and/or the 64-bit Jaguar.
    =====
```

Since this is a binary file, I cannot simply add it to CATnips and send it through the Internet. So here's how to get a copy. A copy exists NOW on CATscan (209/239-1552). Anyone can dial CATscan 24 hours a day and grab this file. If you do, please re-post it in areas of the online communities for others to enjoy. I have also uploaded the file to CompuServe and GENie. Please feel free to grab the file from these online services and re-post them as you wish in support of Atari and the Atari Jaguar.

Please do not request this file in E-Mail from me. I've made arrangements to post it everywhere I can. If you don't find it on a particular service, feel free to get it from CATscan and post it there for others.

The image is for online viewing. Please contact the PR agency listed with the press release to obtain a glossy if you wish to have a copy for the hard media.

END OF FILE

Sb: Defender 2K Update 6/95
Fm: Larry Tipton 74127,601
To: All

I picked this up from Minter's temp WWW page
[//www.mcc.ac.uk/~dlms/YAK/zoo.htm](http://www.mcc.ac.uk/~dlms/YAK/zoo.htm)

Enjoy,

Larry Tipton

=====

June 24: Ructions

Well, a lot of stuff has happened... some of it either good or bad depending on your point of view, some of it irritating, but a lot of it good, never fear.

First off, if you've been reading r.g.v.a. at all you'll probably know about it already: we are now back off CD and onto a cartridge format again. This means that you can kiss goodbye the redbook audio and the FMV intros and cutscenes and the interview with Uncle Eugene (although I could still do that as text, of course)... The good news is that it probably won't affect the gameplay too much; all that's really going to be cut is some bells-and-whistles. Fear not 'coz there are still going to be plenty of levels and cool new stuff in 2000 - I may do a few more algorithmically-generated backdrops for levels than I would have done if I'd had a dookieload <Ed> of space on the silver disk, but what the hey, I like that stuff anyway.

As regards the audio, you can still count on that being excellent, after all it *is* still gonna be by the same guys as did T2K's audio, and the cart size is likely to be considerably larger, so don't worry, it'll be top. Of course one side effect of all this is that we now already have an audio-CD of the D2K music, which will be made available much like the T2K CD. Also, I now have audio hooks linking the CD tracks to the game levels, so I'll leave them in so that if you've got the CDROM, you can use the cart in conjunction with it and you'll get your redbook audio. I'm thinking of putting in a little edit screen which will allow you to use the tracks from *any* CD, so that you could set up the game to play with NIN or Floyd or whatever else you want. I think that'd be kinda cool.

Ruction no. 2 is that my artist has up and resigned from Atari right in the middle of the project, which as you can imagine is a bit of a pisser. We're looking around for new art talent at the moment, should be sorted in a couple of days hopefully. It's not as bleak as it seems, 'coz we have all the art finished for Classic and Plus, and the new guys can start fresh on 2000. One great thing that my artist gave me before he left was the finished version of the Robot Camel - it's *excellent*!

So, what's actually happening with the game? Well, 2K is fleshing out a lot more, the tile generator looks like it's going to work well with the game, I have six layers of parallax going at the moment, and an absolute dookieload <Ed> of objects in gamespace, and another dookieload <Ed> of projectiles and the resultant collision detect logic going, and yeah, it keeps that magic 60frames. The 2K equivalents of the main Defender enemies are in there - it was real easy to put them in with my new game engine, the control logic is probably about 1/10 of the size of the equivalent stuff in Plus. The Pods are particularly nice, as the Swarmers are now carried externally, orbiting around the Pod like electrons around an atom. You snuff the Pod and they all fly off and come after you. There'll be different kinds of Swarmers too in 2K, and as they're external you'll be able to see just what trouble each Pod holds before you open it, and hopefully be ready for the resultant hassles! It'll be kinda cool to have Pods with a mixed load of Swarmers...

Humanoids play a lot more of an active role in 2K. For a start they are going to be a lot more detailed, as with the vertically-scrolling

play area, I can have all the game objects about twice as big as their Classic and Plus equivalents. The Humanoids jump gleefully and wave when you rescue them. Best of all, each successive Humanoid you collect dangles down in a chain under your ship, which looks really cool when you've got a lot of them up there. I intend to have different kinds of Humanoids too - at the moment the idea is that you'll have 'civilian' Humanoids, who will be like your classic Humanoid and passive; then 'soldier' Humanoids, who you'll want to pick up, as each one will carry a weapon which augments your firepower. Get a nice big chain of Soldiers and you'll be nicely beweaponed! A third Humanoid possibility is the 'General' Humanoid, who will be armed like a Soldier but also smart, so he'll aim and fire at enemies independently. I may even give him the ability to 'command' any Soldier Humanoids you have and direct their fire, so you'll have quite a bit of AI on board.

As you know, I like to put nasty stuff in my games to take you by surprise, so how's this for an idea: the decoy Humanoid. What will happen is that occasionally a Lander will extrude a dummy Humanoid and go through the motions of abducting it. You will diligently streak to the scene of the crime, blow away the Lander and zoom to the rescue, failing to notice that the Humanoid in question looks *slightly* wrong. The moment you catch him, he'll begin *eating* his way up your chain of dangling refugees, killing as he goes; if you fail to dislodge him before he reaches your ship, it's dangling cloth window coverings....

Keeping your Humanoids alive will be a top priority for all you thumb-twitching space heroes. You see, whenever a Humanoid dies, he doesn't just disappear: he leaves behind a tombstone. These will be collidable, so they'll be a pain and obstruct clear flight near to the ground. Worst of all, should you lose *all* your Humanoids, and go to Hell, the tombstones will spew nasty ship-seeking ghosts whenever you're around. Hell's gonna be a bad place. Be sure and pack your asbestos undies...

Right, that's it for this time. I'm just about recovered from a particularly good party last night at the gaff of a couple of the Atari testers - I got absolutely hammered and had a splendid time. You know it's a good party when the cops show up.

Llater...

\
(:-) - Night after night, going round and round my brain, this dream is
/ driving me insaaaaaaane...

Sb: #Hot Info!
Fm: Simon Grierson 100407,2075
To: ALL

Yo,

More snippets of information coming from Intelligent Gamers Online - here goes!

"Virtua Fighter 3, Jaguar on the Net, Jag2, PortaJag,
Microsoft Expansion, the Talking Moose, Bye CES!,
Hasbro VR, 3DO Routines and Parodius Deluxe Pack!

Virtua Fighter 3 has been the subject of quite a few rumors already, but quite a few of them (namely those describing the game as a 3DO M2-compatible title) have been patently false.

Actually, we're told by a source at Sega, VF3 will use a new arcade hardware configuration (perhaps titled Sega's "Model 3") which can juggle somewhere over 750,000 high-resolution texture-mapped polygons per second and features a new 3-D audio processor amongst other neat new features. The developer? Not 3DO. The board has been in the works by both Sega and Lockheed Martin (the company resulting from the merger of Model 2-contributor Martin Marietta and Lockheed Aerospace), and as you might expect from a machine with over twice the horsepower of its predecessor Virtua Fighter 2 machines, the fighting and driving games will have even more incredible 3-D realism and the ability to port nearly unchanged (without polygon count reduction) models from Silicon graphics workstations.

People in the know are saying that one company's efforts for the Jaguar "might be [Atari's] saving grace," as word has leaked out that the Jaguar is set to become the first game console with full Internet navigation abilities. Software is apparently in the works to allow the Jag -- using some as-yet-unspecified peripherals -- to act as a full terminal for Usenet, World Wide Web, and E-Mail navigation, which leads us to believe (and not without cause, we're told) that the Jaguar would have to have a keyboard and perhaps a mouse, not to forget a modem, storage device and a printer.

"How would Atari be able to release all of those peripherals?" one might ask. IG Online has heard that they won't need to release them. Draw your own conclusions, but this rumor is set to become fact within less than two months. (Just to mention it, the 19.2K Baud Phylon voice-data modem planned for the Jaguar is still intended for release, but apparently there are technical Jag to Modem interface problems keeping it from release.) Atari may suddenly find itself with an offensive weapon against Apple's recently delayed (to post-1995) \$500 Pippin -- Net access for under \$400.

Another Atari rumor with solid developer confirmation is "Midsummer," Atari's ballyhooed Jaguar 2 hardware specification which offers coders three key assets over the current Jaguar: a machine designed around programmers' requests for a C (programming language)-friendly environment rather than an Assembly environment, including full C/C++ coding tools; a supercharged architecture which will allegedly elevate the machine to "four times the speed of the PlayStation," though such words are always ambiguous; and finally, larger memory caches to substantially aid in multitasking. We call this "rumor" rather than "fact" for two contradicting reasons which had to be resolved somehow: first, Atari discussed Midsummer at a recent shareholders' meeting, which now appears to be Atari's version of the CES, and second, when we attempted to contact Atari to confirm these details and learn more about the project, we were told that no further information was forthcoming at this time. (In other words, we should have probably purchased Atari stock if we wanted to hear about the machine.) Atari also discussed their new consolidated, low power consumption (3.3V) Jaguar 1 chipset, code-named Tornado, which developers have been telling us for weeks will very likely be the basis of a lower-cost Jaguar machine and a portable Jaguar game system. All of this assumes that money rolls in to finance such endeavors.

Mascots. Sega has Sonic. Nintendo has Mario and Donkey Kong. Get ready

for the appearance of a few bizarre icons on home game screens. Rumored: Sega has been attempting since E3 to get some game company to include their print advertisement Sinead O'Saturn character (well, that's not really her name -- Sinatra might call her "the bald broad") in a cameo game appearance. Also rumored: Sony is going to start putting their demonic Hamarido Max (aka Polygon Man, 3-D Man) talking head into game software, and Apple is thinking of putting -- get this -- the Talking Moose into their Pippin console products. The Talking Moose was the quintessential id-1980s Apple icon, a product of the creative juices which have stopped flowing within the increasingly corporate Apple environment: you turned him on, and he appeared in a tiny window at random to disturb you as you worked or failed to work. Using primitive but effective voice synthesis technology, the Moose had a large programmable library of phrases and actually spoke through the Macintosh's built-in speaker: "get back to work!" and "I'd like a Pizza..." (dictating a list of ingredients), among other classic words. Let's just hope that if the rumor is true, he doesn't go the way of Bullwinkle and start hopping on platforms...

CES exodus: Nintendo has already pulled the plug on the Consumer Electronics Show (see our current Nintendo 6/95 update story) and multiple other companies may well follow them out the door. Details are sketchy, but rumor has it that the other prominent names in the industry will be canning their plans to attend future CES events, in favor of Infotainment World's entertainment-only events.

Corrections:--

In our review of Sega's Saturn hardware, we said the following:

"whereas the PlayStation... creates its backgrounds like the 3DO...from sprites"

A 3DO developer (name withheld by request) clarified and corrected our sentence by saying:

On the 3DO, you can have a full-screen, 24-bit background (scrolling in either X or Y, or both), and you can have this for less than *10* CPU-cycles (to give you an idea of how small this is, just one multiply is usually around 17 CPU-cycles). This technique is called VDL-scrolling, and is really cool! The 3DO still has to do the sprite-based routine for the rest of the parallax levels, though, like the PSX and unlike the Saturn. It's super-fast, and really a clean routine; it wasn't even known really until around the first of the year, around when one of the guys in Developer Services wrote the routines.

In our E3 report on Sega's Saturn software lineup, we reported:

"Parodius - It's been a long wait, but this wacky side-scrolling shooter is finally coming to the US (after an unsuccessful attempt by Konami to impress the public with the SNES version). It is said that the Saturn is good at doing 2-D games, and the Saturn Parodius did look better than the Playstation one with more layers of parallax."

Julian Eggebrecht, a game developer with Factor 5 in Cologne, Germany, mailed us with the following detailed correction regarding the parallax, and the rest of his comments were also worth printing:

"I have both versions as imports from Japan at home and one thing which is sure - the Saturn version doesn't have more layers of parallax. I

think I can compare both packages pretty competently to the original arcade games, since I own both arcade boards as well.

"First of all, it is annoying to read in [a certain printed game magazine] all the time that Parodius Deluxe Pack contains a conversion of the SNES version and the new 32-bit Parodius. This is total nonsense. Parodius 1 (named Parodius Da!) came out in the Japanese and European arcades in 1990. It was a parody of the Gradius series and became Konami's most successful shoot 'em up ever. In 1991, a very good but two-level-shorter conversion came out as an 8 MBit cartridge for the PC Engine. Parodius on that platform is technically one of the best PC Engine games ever and is almost as playable as the original arcade. In 1992, the SNES conversion came out and it is almost better than the arcade: It contains two levels MORE and it really has less slowdown than the PCB board. To this day this is the best shoot 'em up (technically and playability-wise) on the SNES. Sadly, this version only came out in Japan and Europe.

"In early 1994, Konami released Parodius 2 (Gokujyu Parodius) in the arcades. The game was in Hi-Res (512 x 240) and contained fantastic new ideas and improvements on the Parodius theme.

"The main attraction of PSX and Saturn Parodius Deluxe Pack is definitely Gokuyu Parodius. On both machines it is presented in its original hi-res format - on the PSX with little black bars on the sides due to the home consoles slightly different resolutions and on the Saturn either with black bars or opened up on the sides with more playing area. Both versions replicate the arcade's three playfields (or parallax layers) perfectly - the Saturn by using three of its five playfields and the PSX doing it 'by hand' with the Blitter-chip. Both versions contain all monstrous effects, bosses etc. - you won't recognize any differences in the graphics since both use the original, unaltered graphics of the arcade. The main difference is the slowdown: Since the Saturn can use real playfields for the backgrounds, all blitter-power goes into the gigantic masses of sprites on-screen - even in very crowded moments with hundreds of enemies and bullets there is no sign of slowdown.

"Knowing the hardware of the PSX, it is absolutely remarkable what Konami achieved: three playfields and the loads of sprites are a worst case situation - Raiden Project almost never parallaxes and Gunner's Heaven also doesn't - in this light Gokuyu Parodius performs miracles. Sadly, however, miracles are not enough and all too often there is slowdown and other graphical glitches which show that the PSX simply can't cope with this amount of players and action. The game still remains very good, but in this case the Saturn shows it's muscles - it slows down even less than the arcade!

"As a bonus track, both versions contain the complete first Parodius game - not a conversion from the SNES (thus it's missing the two additional SNES/SFC levels) but direct ports from the arcade. Interestingly, the PSX recreates the 320 x 240 low-res screen of the arcade, whereas the Saturn remains in Gokuyu Parodius 512 x 240 hi-res - either with BIG black bars on the sides or widened up considerably (and questionably). Aside from these differences, both versions are perfect replicas of the arcade without slowdown.

"Both Deluxe Packs use the saving features of the machines for High-Scores and settings. The Saturn doesn't have decent auto-fire (like the arcade boards) and really needs good trigger fingers (or a

joystick). The music is stored data-reduced on the CD and is streamed in real-time during play (straight CD audio wasn't possible, because the length of all music is far more than 70 minutes) -- basically both are the same, but the mixes are a little bit different. Sound effects - they pack more punch on the PSX, but the Saturn contains more. The Saturn sound FX reveal one big problem of the Saturn sound: 512 KByte uncompressed memory is not enough and 8-bit samples had to be used. This problem will probably hit many Saturn games (Daytona also is an example). On the PSX 512 KByte compressed (about M2Bytes uncompressed) are enough for 16-bit samples and leave room for lots of FX).

"This about sums it up - regardless what machine you own, you have to try Parodius Deluxe Pack if you like shooters. On the technical side the comparison shows nicely the much talked about 2D capabilities of the Saturn - but it also shows that the PSX is good enough in 2D (with a few problems) to present most current action games adequately."

[Intelligent Gamer Online vigilantly corrects published errors of substance within our magazine To request a correction, please E-mail Horwitz@acsu.buffalo.edu with appropriate factual references.]

I'll post this in each section too, just in case anybody misses these messages!
:)

TTFN,
Simon.

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> ONLINE WEEKLY STReport OnLine           The wires are a hummin'!
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PEOPLE... ARE TALKING
=====

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On CompuServe
-----
compiled by
Joe Mirando
73637,2262
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Hidi ho friends and neighbors. Jeez, this summer heat is getting to me (shut up, Dana ;-). All I can think of is going into an air conditioned room with a computer and modem and enough time to log onto my favorite online service.

I'm going to take a moment here to tell you about my abject disappointment in "The Way Things Are"...

As many of you may know, the Special Olympics World Games are being held right now as I type this in New Haven, Connecticut (that's the home of Yale University, by the way). The Special Olympics is an organization

founded by Eunice Shriver to benefit those with disabilities. I can tell you folks, there are VERY few organizations as worthy of interest as this one. The work they do is nothing short of miraculous. This year's World Games is billed as "The biggest sporting event in the world in 1995". Special Olympians from all over the world are at this moment doing their best with the gifts that God has given them, and showing the rest of us that, no matter what, you can excel.

You've never seen a look of joy and accomplishment like that of a handicapped person in the midst of competition. These are folks that the rest of us have pretty much written off. They include weight-lifters, gymnasts, golfers, swimmers, basketball, baseball and soccer players, and many other sports that I can't keep up with. They are simply amazing in their committment, discipline, and intensity. They deserve our utmost respect and admiration.

Okay, now for the "down-side". Along with the estimated 1.5 MILLION people that have traveled to my home state (Connecticut is home to about 3.25 million people), have come many opportunities. Large companies have seen a chance to support a worthy cause while placing their name and logo in prominent places. Meanwhile local vendors, after spending hard-earned money for city permits, found that they were to be relegated to the much less traveled areas of the city while McDonalds and other "Mega Companies" hawk their wares and images as "companies that care". Perhaps the Special Olympics should have been expanded to include the "Public-Relations Challenged". Let's face it, these big companies are telling us "look at what nice guys we are! We're donating lots of money so that these people can, umm... do whatever it is that they do. Oh, by the way, would you like to buy a headband with our logo on it? How about a hamburger?"

The other disheartening event was the news-for-cash stance taken by the Special Olympics Committee. They are not allowing local television stations to show more than two minutes of any event on news broadcasts, and have given preferential access to one station over the others in exchange for a donation.

Granted the Special Olympics relies heavily on donations to do its work, and with the decidedly "trickle-down" flavor of the current Congress and Senate it won't get any easier but, c'mon guys, let's remember that the news about this event should be available to all, as should be the spirit that brings all of these fine folks here. As the ancient Greeks may have said: Let the games begin.

One last note: Ramesh Mali of Nepal, a Special Olympian has just been reported missing after swimming at a Connecticut state beach. He is feared drowned. Say a prayer for him if you are so inclined. Thank you.

Well, let's get to the purpose of this column... those online olympians who go the extra mile for us every week.

From the Atari Computing Forums
=====

Rob Rasmussen asks:

"What do I need to capture color pictures on my Falcon from my camcorder? I want to have it take a "snapshot" of what the camcorder is

focused on, and view it on my monitor and save it as a picture file. The camcorder only has one output that goes to a TV or VCR. Both my TV and VCR have S-video outputs. In fact it would be cool to also capture frames from TV or a video tape. Freeze Frame or Pause on my VCR looks kind of cloudy usually - is it possible to capture a good quality picture from live action on the TV? I have heard of gen-lock but don't know much about it. Hopefully it won't be complicated to do this."

Sysop Bob Retelle tells Rob:

"You'll need what's known as a "video capture board" to import frames from a video source to your computer.

I don't know if they work on the Falcon or not, but I have a product for my ST that's called "Color ComputerEyes", which plugs into the cartridge slot, and has an RCA jack on it to connect to a video source.

I've used it with both live video cameras and VCRs as the source, with varying success.

As you noted, the Freeze Frame function on VCRs usually doesn't produce an absolutely steady image. The reason for this is that the tape is held in one spot while the head scans it over and over. The slight physical movement of the tape results in variations in the picture from scan to scan. Normally this doesn't matter if you're just viewing the TV screen to see where the football is in a disputed play, (or checking out the cheerleaders.. :) but it can cause problems for a computer scanning the same frame.

With my ComputerEyes, the movement of the tape can cause vertical streaking as the computer scans the image several times and averages the scans.

At one time, premium VCRs used "digital freeze frame", which essentially captured the frame into RAM in the VCR, and the image was displayed from that memory. This resulted in an absolutely rock-steady display, but unfortunately this method is not used today (at all, as far as I've been able to determine).

It's possible that with faster computers on other platforms that the scanning speed has been increased to the point where this is no longer a problem. I don't know for sure, as I've never checked out a video capture board for my IBM systems.

At any rate, yes it's possible to get scans from video input sources, but they are never as good as scans from hard copy scanners (which scan in actual photographs).

Another problem is that I don't know if ComputerEyes is still in business, or if an Atari version of their products is still available. You might try asking if anyone with an Atari Color ComputerEyes is interested in selling their unit, and whether anyone has used one with a Falcon..."

Jerry Coppess adds:

"The Cartridge slot on the Falcon is different from the ST(e)and Spectrum 512 picture are dissapointing after you are used to Falcon resolutions.

Digital Vision(ComputerEyes) is still active in one of the Graphics forums. Months ago I did a keyword search with Atari and found nothing.

Oregon Research(Atariven) has a VideoMaster Falcon board. It will capture quarter screen monochrome images at up to 30 frames per second, greyscale stills from any video source with a "still" or "pause" function (resolution ?) and color stills at any Falcon resolution from a camera/camcorder thru 3 different optical filters.

Hmm after rereading their flyer. It is possible to do full color stills from any video source automatically with the ColorMaster add on board. but it doesn't say specifically "still" like it does with the greyscale.

They have a special on them now. \$120 for VMaster Falcon audio/video digitizer and \$80 for the ColorMaster.

I lost Robs message so I'm putting this info here so he can read it."

Rob tells Bob and Jerry:

"I can see how computerEyes, scanning a video frame several times while the freeze is actually flickering a little could cause a fuzzy looking "sample." What about a camcorder plugged into a VCR, where you can focus on a still object? Seems like that would be a lot sharper. Actually my JVC camcorder doesn't give the clearest picture either sometimes when it can't decide which object it should be focusing on. Maybe I should check out Photography 101 :) Now, if I only had a decent still camera, I could have pictures put on photo CD, which would seem better than scanning. I have done color scanning with Migraph's ColorKit, and I wanted to compare the results with video scans like possibly the one Charles mentioned. Plus I want to do 3D objects too, as well as pictures. Another fun area to get into...oh boy!

Yes I remember those digital VCRs they used to make. You could freeze the frame while the tape was still going, and draw on it as I remember. It does seem like a better system, at least for that. Wonder why they stopped."

Sysop Bob tells Rob:

"The output from a video camera or camcorder is a LOT sharper than a freeze frame on a VCR... as long as the subject and camera don't move during the digitization process, there isn't any "jitter" like you get from holding the tape still.

I guess the reason VCR manufacturers stopped using the digital still process is that the "analog" recording hardware in VCRs finally improved enough to give a pretty good looking freeze frame by themselves... back when digital stills were popular the hardware wasn't as well perfected as it is now, and the current still frame setups are good enough for most "live viewing" of stills. Unfortunately they're still not good enough for computer imaging though.

For "high end" graphics work you can get "frame buffer" devices that do essentially the same thing as the digital still frame.. that is, it captures a video frame into RAM and lets you display the frame from memory, but that's getting a bit on the expensive side.

I bought a used Sony black and white miniature video camera from a

place that had been doing digital robotic vision hardware (these cameras were mounted on the robot arms so the computer could tell what it was picking up) that I used pretty successfully for a short time to digitize black and white artwork for DTP. The introduction of inexpensive "hand scanners" made that setup obsolete overnight though.. the scanners are FAR better for that kind of thing than digitizing images from a video camera.

It's a lot of fun to play with though..!"

Charles Cartwright adds:

"I have seen adverts for a Falcon specific video digitiser from Titan Designs. It appears to have a digital frame store on board so poor freeze frame on the VCR should not be a problem. I use Vidi ST from Rombo on my STe which can capture grey scale pictures 'on the fly' but requires perfect freeze frame on the VCR to get colour as it captures the R, G and B parts separately then combines them afterwards."

Rob tells Charles:

"I have looked for info on the Titan video digitizer - do you know who sells it in the US? I'm curious to find how it is connected to the Falcon and what else is involved. Sometimes if recorded at SP and slow tracking is adjusted, I can get a fair paused picture on my VCR, other times a lot of snow."

Yat Siu of Lexicor Software tells Rob:

"The he Titan Designs board is available via Lexicor in the U.S.A. it is called "Expose" and needs Apex Media Morphing and Animation software for the falcon with DSP support.

Expose can digitize real time multiple frames as well, if you have any questions on that board please ask us in atariven sec.9"

Charles tells Rob:

"As you can see from Yat's message, Lexicor handle Titan's digitiser in the US.

I am surprised to hear that digital frame stores are no longer available on VCRs. Alternatively, multi-head VCRs give almost as good a freeze frame as the digital ones."

Frederic Scotti asks about finding fonts for his favorite document processor:

"I am looking for some vectorfonts for the Atari WP called Papyrus. In case someone could tell me how, where how much... (etc...) to get them FTP sites would be great!"

Dan Parrish tells Frederic:

"Try contacting Toad Computers at E-Mail address: TOAD@charm.net, or check try "http://www.charm.net/~toad/". That last address should get you product information, prices etc. I believe there is a cd-rom out that has a lot of Bitstream's Speedo fonts but I can't recall any details. I would think there should be someplace on Compuserve or the internet where Bitstream fonts have been uploaded. Another idea is to

contact the guys in England who wrote Papyrus. I have recently jumped over from using SpeedoGDOS to using NVDI3 wiut any problems as far using the Speedo fonts."

Hal Dougherty asks for help:

"I'm looking for the dealers name and phone number that was in Ashville, NC. I was a customer a long time ago (only 3 or 4 years ago...) and I need to contact him. Any help would be appreciated."

A slew of people answer:

"I think you're talking about Sheldon Winick of Computer Studio...

It's the Computer Studio. The dealer's name is Sheldon Winick. Phone number is: (704)251-0201 [toll free orders - 800-253-0201]..."

Sheldon is good people, as are everyone associated with Computer STudio. Give 'em a call.

Bill Hoffmeyer tells us that he...

"Just moved, lost manuals and half lost but, I have saved two STs for my two just starting to college children. Both thought "format" meant "layout" in the process of learning how a word processor works on Atari. Now, both Word Processors are blank disks. We have no Atari modem. I am using PC modem here."

Albert Dayes of Atari Explorer Online Magazine tells Bill:

"You can download STWriter v4.8 from the library it is a freeware word processor on the Atari ST. It includes documentation within the file.

You can download any of the files from the library to use on the ST. Just format a 720K floppy disk on the PC and then copy the files to it. After that one can use that disk to move files back and forth between the PC and the Atari ST.

Any external hayes compatible modem will work with the Atari ST also. You can download freeware/shareware telecommunications software for the ST as well."

Michel Vanhamme asks...

"A question to MagicMac users/knowledgeables : How much RAM do you need to work comforta comfortably?"

Richard Brown tells Michel:

"Depending upon how monstrous you make your System and Finder, you can get by on 8 megs, as I do nicely on a little PowerBook 145B. Basically, with 8 megs, you render your Mac side useless, but due to the huge speed increases involved, you won't care. One word of caution: on programs without an autosave feature, remember to manually save your work often -- although MagiCMac itself is quite stable (at least as, or MORE stable than the System and Finder) - it is, after all, a PROGRAM running on a Mac, and as such, it subject to the Mac's own unkind tendency to crash without warning. (I'm about to trade in a brand new PowerMac 9500 because no amount of bug spray seems to make it work! It is crash city on this waste of silicon, which doesn't take into account

that my PowerBook under MagicMac is FASTER than the 9500 on all desktop operations!)"

Bill Roberts posts:

"I have a 386 SX, and am curious as to whether I can install TOS on this computer and then run all my Atari software. I now have an Atari 1040St, but would like to use just one computer.

If this can be done, how would I do it?"

Sysop Bob Retelle tells Bill:

"You can't run TOS and ST programs directly on an PC because the fundamental CPU chips are very different between the two systems.

However... there IS an "emulator" product that effectively translates the Atari software into codes the PC can understand and run.

It's called GEMulator, and is available from Atari dealers, or directly from the producer, Branch Always Software. We should have some information available in our software library here, just BROWse using the keyword: GEMULATOR.

The emulator consists of a new board you install in your PC that contains the Atari TOS ROM chips, and a software program you run on the PC to translate the Atari programs.

I've bought one for my PC, although I still haven't had time to put it into the computer. Others here have used it and have been pretty happy with how it works.

One thing though.. the speed of the ST programs depends directly on the speed of the PC running the emulator. On a 386, you'd find that nearly everything would run slower than it would on a "real" ST. A 486 is the recommended system to run the GEMulator on. A Pentium based system can run ST programs several times faster than normal..!"

Mike Mortilla asks:

"Has anyone else here been successful in using Magic multitasking? I've bought the prog and installed it but can't for the life of me figure out the set-up. Is it me or is it overly cryptic?

I've all but given up and before I make the disks into coasters, I thought I'd throw out the question..."

Chris Roth asks Mike:

"On what machine are you running Magic? Which version? I haven't had any problems back in my MegaST days. Now I still sit and wait for the Falcon version to be released.

As I remember, installation was totally easy and w/o any problems. I hope you run it from a hard disk?"

Mike tells Chris:

"I'm running it on an STfm, 4 megs w/88 meg hd (TOS 1.4). It runs ok but seems to crash every program I use. I've disabled everything, put the old AUTO programs in the appropriate folder, etc., but it doesn't

seem to be working."

Chris asks Mike:

"Which programs are these? I know there are plenty of MIDI software pieces that are not programmed very clean. All other major programs in newer versions are rather compatible, to my knowledge. In fact, I didn't experience problems except proggies like Cubase, Synthworks, etc.

For programs that ain't so multitasking compatible (you often can see these programs destroy the screen) there's a possibility to run these in single mode. It did work for me quite perfectly."

Mike tells Chris:

"Actually, I can't seem to be able to run PageStream, WordPerfect and Interlink! These are pretty solid programs. I haven't even tried my MIDI stuff!

Anyway, I don't think I'll ever buy anything made overseas again! No support in the USA is really a drag! I haven't even sent in the warranty card!

Se la vie'... er... I mean, ...such is life!"

Our own Atari Section Editor, Dana Jacobson asks:

"I just happened to look through the Toad Computers ad in the latest issue of ST Informer. Something that caught my eye was a Falcon hard drive cable, apparently used to connect an external HD to the Falcon.

I may be overly concerned. I just recently purchased a Falcon (hasn't arrived yet). I bought a model without an internal hard drive since I already have an assortment of external drives that I'm currently using with my ST. My question is can I just plug them in to the Falcon in the same manner as I'm currently using or do I need that specific cable? If I need that cable, is it proprietary or can I pick up one anywhere? I'm hoping that the reply will be that I need that cable only if I have an internal IDE drive and wish to daisy-chain external drives which are not IDE, but I thought that I had better ask before I get frustrated later and not know why!"

Greg Kopchak tells Dana:

"The Falcon has a mini-SCSI connector on it. Just tell your dealer you want to connect a SCSI device to a Sun workstation and you'll have the right cable.

We got a good deal on one from Toad."

Frank Heller tells Dana and Greg:

"It's called a SCSI-2 to SCSI cable."

Jerry Coppess adds:

"Yes you have to use the cable to attach external drives to the Falcon. The SCSI-2 cable (from Toad) on my Falcon (TOS4.04) is a 50 pin

centronics at the drive end and a 50 pin male at the computer. The computer connector looks like a DB connector but has spring loaded levers that hold the connector in, instead of screws. And it is small for a 50pin connector. The drawing in the Falcon book shows what looks like a mini-centronics connector so yours may be different. I saw a SCSI-2 cable(\$30) yesterday at CompUSA but did not look to see what kind of connectors it had.

You can only have one IDE drive in the Falcon. It is set up as a SCSI unit (13 I think). There is no way, designed into the Falcon, to have an external IDE drive."

Dana tells Jerry:

"Thanks for the info. I bought a Falcon with no hard drive in it; and the ones that I want to connect are all non-IDE. I guess I'll have to wait until I have the Falcon in my hands before knowing which special cable I'll need for it. As long as I can get one almost anywhere, I feel a lot better about it. Thanks again!"

Frank Heller tells Dana:

"I feel I must tell you that you will have to get ICD's "ICD SCSI HD Utilities" package. The Falcon will not format or partition an external SCSI drive without an internal drive present, without the use of ICDBOOT. ICD has a section in the ATARIVEN forum. The package can be obtained from Toad Computers 1-800-448-8623

You will drive yourself nuts without it. Ask Tom Harker some questions about this in the ICD section."

Dana asks Frank:

"Are these the same as the ICD Pro utilities, or something altogether different? I do have ICD Pro. My external drives that I'm using now on my ST are [obviously] already formatted/partitioned.

Another question. Someone on the Usenet mentioned to me that I'd have to remove the host adaptor(s) of my existing drives and get a Link 2. Does that sound right? I have four drives and an ICD tape unit attached to my ST right now. Two have host adaptors in them and connected via DMA cables; the other two are connected via SCSI cables.

Thanks for your reply - I'm learning a lot which should help once I have this machine in front of me (expecting it to arrive any day now!)."

Frank tells Dana:

"...same as the ICD Pro utilities...

Yep, one and the same.

The two SCSI units should work just fine. If the other units were SCSI units that were modified for ST use...I would just remove what you added to make them "talk" to the ST DMA bus. Just make sure you have different ID's set up for each unit.

I would actually start with one of the "SCSI only" drives you have, and turn that into the Boot Drive for the Falcon...and then add the

rest after that. It should be a fairly safe route. If the HD's are already formatted & partitioned, you may want to merely repartition the Boot Drive for convenience."

Well folks, the column has gotten longer than I had anticipated. Tune in again next week, same time, same station, and be prepared to listen to what they are saying when...

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